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# **Storybook Weaver: World of Make-Believe**

**Instructional Computing Courseware  
for the Apple® IIgs Computer**

**A-1298**

This manual is compatible  
with  
the *Storybook Weaver: World of Make-Believe* disk  
Version 1.x

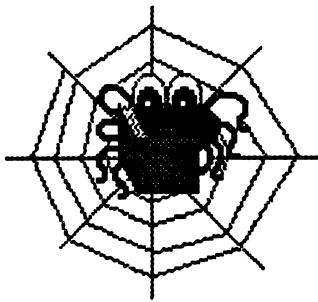
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# Storybook Weaver: World of Make-Believe

## The Product at a Glance

*Storybook Weaver: World of Make-Believe* is a versatile writing tool for the Apple IIGS computer, designed to engage students in the writing process. *Storybook Weaver: World of Make-Believe* allows students to author a story or storybook. Through writing, students intertwine the language arts—reading, writing, speaking, listening, and thinking—as they *weave* their ideas into the pictures and stories they create. *Storybook Weaver: World of Make-Believe* draws on the elements of folk literature, allowing students to explore folklore from various cultures. Since folktales and fairy tales offer a route to fantasy and make-believe, this theme is reinforced through the use of colorful scenery and objects available for creating pictures to accompany student stories.

*Storybook Weaver: World of Make-Believe* allows students to create their tapestry of ideas, words, and pictures as they design the fabric of their stories. By allowing students to move easily between pictures and story text, *Storybook Weaver: World of Make-Believe* provides flexibility in the writing process. While the purposes for writing vary widely, *Storybook Weaver: World of Make-Believe* can be used in any forum in which students are encouraged to write. *Storybook Weaver: World of Make-Believe* comes complete with help screens and a section that provides a step-by-step look at the product.

Students can create pages that include picture and text or text only. *Storybook Weaver: World of Make-Believe* includes a variety of foreground and background scenes and colors that can be combined to create a setting that invites students to write. Students can select from eight different categories of objects to include in their picture. All objects can be *previewed* before being placed in a picture. Objects can be manipulated by moving, enlarging, reducing, flipping, and coloring the images. The pages the students have created can then be combined to create storybooks that they can print.

*Storybook Weaver: World of Make-Believe* has many unique features as well. Scenery can be created in two parts. With separate foreground and background choices, students can interchange parts to create their own scene. The “Day” and “Night” buttons allow students to further customize their story setting. A “Spell” button encourages students to use their rich oral vocabulary in their writing. And selecting “*Choose a story to read*” provides an opportunity to “page through” stories written by other authors.

By weaving together the language arts, *Storybook Weaver: World of Make-Believe* provides students with an exciting opportunity to express themselves in writing.

## Welcome to Storybook Weaver: World of Make-Believe!

# Storyboard Weaver: World of Make-Believe

## The Product at a Glance

### How to Use This Manual

There are seven sections in this manual. The first section, *"The Product at a Glance,"* briefly describes *Storyboard Weaver: World of Make-Believe* and details the computer rationale behind its development, the required equipment, the Apple IIGS desktop, and how files can be stored.

The second section, *"Getting Started with Storybook Weaver: World of Make-Believe,"* takes you through a series of steps to help you get started. You will see an overview of the different cursor types used in the product, the various means of clicking with the mouse, and the Help screens that are available.

The third section, *"A Step-by-Step Look at Storybook Weaver: World of Make-Believe,"* introduces you to the product and many of its functions. As you go through this section, you will learn how to create a story page. You might want to use this section to introduce the product to your students.

The fourth section, *"Exploring the Features of Storybook Weaver: World of Make-Believe"* covers each menu and menu item in succession. Each menu is discussed in detail, and many tips and techniques regarding each menu item are given. You will also find a complete discussion of each dialog box associated with a menu item. If you need specific information about a menu item or dialog box, you will find it in this section.

The fifth section, *"Questions About Storybook Weaver: World of Make-Believe,"* presents specific questions teachers have asked and MECC's attempt to answer them as thoroughly as possible. Before you call MECC's Help Line, check this section to see whether your question is answered here.

The sixth section, *"Use in an Instructional Setting,"* gives an overview of the writing process and provides suggestions for incorporating *Storyboard Weaver: World of Make-Believe* into the curriculum. This section also offers a number of suggestions for using writing activities that can be completed using the product.

The final section, *"Appendices,"* contains a listing of the scenery and object selections that are available, a bibliography, and a glossary of terms.

# Storybook Weaver: World of Make-Believe

## The Product at a Glance

In addition to the descriptive section headings used throughout this manual, the outside margins contain special symbols designed to be recognizable at first glance. These icons will alert you to important information!

The hand icon warns of potentially “hazardous” activities that, if performed incorrectly, could result in frustration and wasted effort.



The reminder icon marks tips and hints that apply to the basic operations of *Storybook Weaver: World of Make-Believe*.



The eyeglasses icon outlines creative options that you may add to your *Storybook Weaver: World of Make-Believe* document or refers you to additional sources of information.



*Storybook Weaver: World of Make-Believe* is an open-ended writing tool which actively engages students in the writing process. Students can author and illustrate their own stories using a simple word processor and a variety of graphic features. Mixing and matching from a selection of foreground and background colors and scenes, students create a variety of settings. To illustrate their storyline, students select from a collection of over 500 graphic objects that they can manipulate by changing color, size, and orientation. *Storybook Weaver: World of Make-Believe* has the flexibility to accommodate the wide range of reading and writing skills of elementary students. For some, *Storybook Weaver: World of Make-Believe* will provide an introduction to writing while for others it will provide an enriching environment in which they can exercise their existing skill base.

### Description

# Storybook Weaver: World of Make-Believe

## The Product at a Glance

### Computer Rationale

Based on the thematic approach of *Storybook Weaver: World of Make-Believe*, students are encouraged to use their imaginations to explore a world of make-believe. *Storybook Weaver: World of Make-Believe* reinforces vocabulary development, sequencing, classification, and writing with a purpose.

*Storybook Weaver: World of Make-Believe* was created to:

- allow students to explore the writing process using a simple word processor to author a story;
- allow students to create illustrations that visually depict their storyline;
- allow students to author a story to accompany their illustration;
- give students opportunities for purposeful writing;
- provide students opportunities to share their writing with an audience while others read their stories;
- foster thinking skills as students work through the writing process;
- utilize students' inherent creativity to write and illustrate a story;
- enhance students sight-word vocabulary by associating a word with its related picture;
- develop sequencing skills as students author a story using the writing process.

### Equipment Required

To use *Storybook Weaver: World of Make-Believe*, you need the following equipment:

- an Apple IIGS computer, a mouse, and at least 1 megabyte of memory;
- two 3.5" 800K disk drives are required (a 5.25" drive is optional for saving stories);

# Storybook Weaver: World of Make-Believe

## The Product at a Glance

- a color monitor (a monochrome monitor can be used, but without full benefit of the capabilities of the product); and
- an Apple printer (any ImageWriter or LaserWriter) or a compatible Epson® printer.

Before using *Storybook Weaver: World of Make-Believe*, you should be familiar with the Apple IIGS desktop, clicking with the mouse, selecting and dragging objects, dialog boxes, and file selection menus. Refer to your Apple IIGS Owner's Guide for more information on these subjects.

*Storybook Weaver: World of Make-Believe* comes on two 3.5" disks, but files can be saved to 3.5" or 5.25" disks. *Storybook Weaver: World of Make-Believe* files saved on disk require different amounts of storage space. This size depends on the make up of the document: the number of pages, the number of graphics, and the amount of text.

Writing is a powerful instrument of thought. As students are engaged in the writing process, they gain insights about themselves and the world while they communicate those insights to others. Students learn to write by writing. It is our hope that *Storybook Weaver: World of Make-Believe* will become an integral part of your classroom writing environment.

### **Apple IIGS Desktop**

### **Storybook Weaver: World of Make-Believe Disk Information**

# Storybook Weaver: World of Make-Believe

## The Product at a Glance

### NOTES

# Storybook Weaver: World of Make-Believe

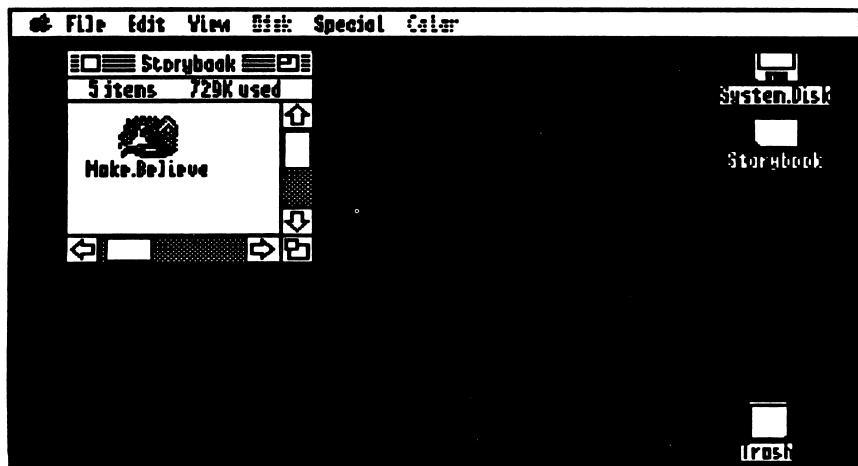
## Getting Started with *Storybook Weaver: World of Make-Believe*

Follow these steps to begin using *Storybook Weaver: World of Make-Believe*:

- Step 1:** Insert the *Storybook Weaver: World of Make-Believe* System disk into Drive One and the *Storybook Weaver: World of Make-Believe* Program disk into Drive Two.
- Step 2:** Turn your Apple IIGS on and wait for the desktop to appear. This takes approximately one minute.
- Step 3:** If the *Storybook Weaver: World of Make-Believe* Program disk window has not appeared on the screen, use the mouse to click the *Storybook Weaver: World of Make-Believe* Program disk icon to highlight it.
- Step 4:** Next, pull down the File menu and select Open. You can also open the program disk by double-clicking on the *Storybook Weaver: World of Make-Believe* disk icon.

(The “Clicking with the Mouse” section, beginning on page 12, better explains what “clicking” means and describes different methods of using the mouse.)

In the picture below, the *Storybook Weaver: World of Make-Believe* icon is one of several appearing on the desktop. The *Storybook Weaver: World of Make-Believe* disk is “open” and, in the disk window, you can see the *Storybook Weaver: World of Make-Believe* program icon. You can “close” the disk by clicking on the Close box in the upper-left corner of the disk’s title bar or by selecting Close from the File menu.



## Starting Up: Launching the Product



# Storybook Weaver: World of Make-Believe

## Getting Started with *Storybook Weaver: World of Make-Believe*



System Disk

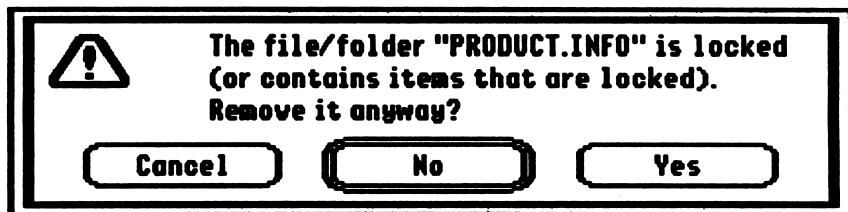
The system disk icon is closed. You can open it by double-clicking on it or by clicking the mouse on the icon once to select it and then selecting Open from the File menu. You can remove a disk from the desktop by clicking on its icon once to select it and then selecting Eject from the Disk menu.



Trash

The trash can appears in the bottom-right corner of the screen. Files and folders can be "thrown away" by dragging them into the trash can. If you double-click on the trash can, or if you select the trash can and then select Open from the File menu, you can "open" it to see its contents. You can drag documents or folders out of the trash can and back onto the desktop or onto a disk.

Discarded files or folders stay in the trash can until you select Empty Trash from the Special menu, or until you start a program. Be careful using the trash can! Emptying the trash can will permanently remove files and folders from the disk. Once you do this, they are gone forever. You will not get a prompt informing you that you are about to delete files or folders when you empty the trash. If you attempt to put certain locked files in the trash can, you will get the alert shown below:



We advise you to cancel immediately. Never put a program icon or a system folder in the trash can.

You can eject a disk by dragging its icon to the trash can. We recommend that you use the standard menu method: Select the disk you wish to eject by clicking on it once. Then select Eject from the Disk menu.

# Storybook Weaver: World of Make-Believe

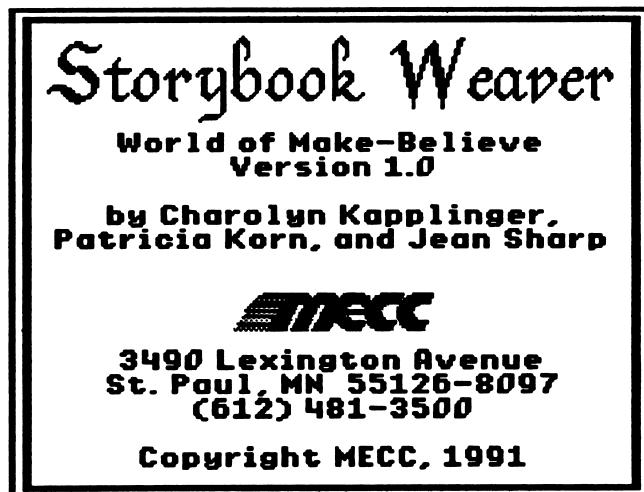
## Getting Started with *Storybook Weaver: World of Make-Believe*

To launch the program from the desktop, you must:

**Step 5:** Click on the *Storybook Weaver: World of Make-Believe* icon to highlight it. Pull down the File menu and select Open or double-click on the *Storybook Weaver: World of Make-Believe* icon—the program will begin loading.



The computer takes about a minute to open the program, during which time the title screen appears:

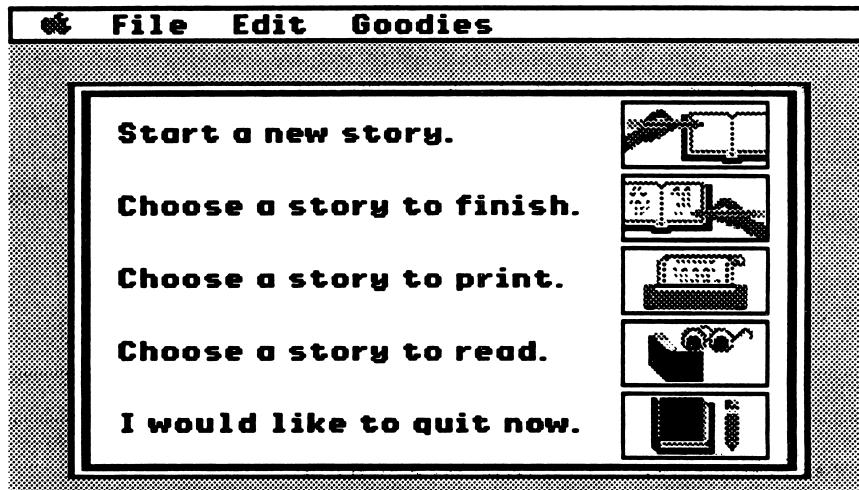


**Step 6:** You see the main menu options for *Storybook Weaver: World of Make-Believe*. Each of these options will be explained in detail in the "Step-by-Step Look at *Storybook Weaver: World of Make-Believe*" section beginning on page 15. At the top of the screen is the menu bar. These menus contain options described in this section and in the "Exploring the Features of *Storybook Weaver: World of Make-Believe*" section beginning on page 45.

# Storybook Weaver: World of Make-Believe

## Getting Started with *Storybook Weaver: World of Make-Believe*

The main menu of *Storybook Weaver: World of Make-Believe* appears below.



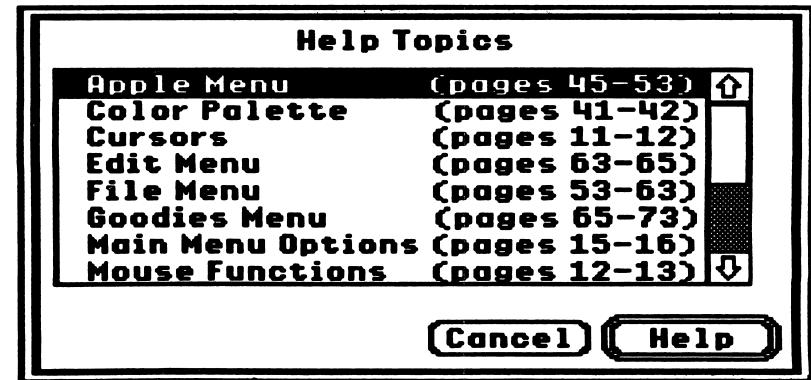
2

3

### Getting Help (Ô-?)

If you have a question or run into any trouble with the program once you have made a selection from the main menu, remember that Help screens are always available by selecting Help... from the  menu. The page numbers that appear in the on-line Help refer you to pages in this manual that provide further explanation. To access the Help screens, follow the steps listed below.

- Step 1: Pull down the  menu and select Help.
- Step 2: In the dialog box that appears, select the type of help you would like from the list of available topics: Apple Menu, Color Palette, Cursors, Edit Menu, File Menu, Goodies Menu, Main Menu Options, Mouse Functions, Objects, Page Features, Scenery, Text, Title Page, or Tool Palette.



# Storybook Weaver: World of Make-Believe

## Getting Started with *Storybook Weaver: World of Make-Believe*

It's a good idea to read through the various sections of this manual. If you are in doubt about a particular menu item, consult the "*Exploring the Features of Storybook Weaver: World of Make-Believe*" section, beginning on page 45, which details the functions and options available with each menu item.

If you've used Apple IIGS programs before and are familiar with the use of the mouse, you are already acquainted with the various types of cursors that appear throughout the product.

### **Different Types of Cursors**



#### **The Selection Cursor**

The selection cursor is used to perform most basic program functions, including selecting menu items, clicking on the various buttons on the tool or color palette, and selecting, moving, and coloring objects in the picture window.



#### **The Wait Cursor**

The familiar wait cursor indicates that the program is in the process of carrying out a command or some other function you have implemented. Until it changes back to some other type of cursor, you can't execute another command.



#### **The I-beam Cursor**

The I-beam or text cursor appears when you are in the story window or entering text on the title page. This cursor allows you to click anywhere in your story and edit it. You can also highlight text by dragging across a selection of text. As soon as you click the mouse, the I-beam will disappear and the insertion point cursor will appear.

# Storybook Weaver: World of Make-Believe

## Getting Started with *Storybook Weaver: World of Make-Believe*

### **The Insertion Point Cursor**

The insertion point appears at the current cursor location in text. The insertion point flashes its position on the screen. This is the point at which text is typed or inserted into the story document. The insertion point is placed by clicking the mouse. The insertion point remains at its location even after you pick up the mouse to move it. It will remain at its location until the mouse is clicked at a new location.

### **Clicking with the Mouse**

To use *Storybook Weaver: World of Make-Believe*, you need to be familiar with the Apple IIGS desktop interface. Here is a quick look at how the mouse works. If you need additional information, see your Apple IIGS Owner's Guide.

Various types of "clicking" actions with the mouse have different effects with different items.

#### **In Menus:**

Hold down the mouse button—Pulls down a menu.

Move the mouse with the mouse button down—Highlights menu items.

Release mouse button—Selects highlighted menu item.

#### **On Graphic Objects:**

Click—Selects a single object. All previously selected objects are de-selected.

Shift-click—Selects or de-selects an object without de-selecting any previously selected objects.

Click and Drag—Selects and moves an object. All previously selected objects are de-selected.

Shift-click and Drag—Selects and moves an object. All previously selected objects remain selected and are also moved.

# Storybook Weaver: World of Make-Believe

## Getting Started with *Storybook Weaver: World of Make-Believe*

### Outside of a Graphics Object:

**Click and Drag**—Selects all objects within the selection rectangle. All previously selected objects are de-selected.

**Shift-click and Drag**—Selects or de-selects all objects within the selection rectangle. All other previously selected objects remain selected.

### When Editing Text:

**Click**—Moves the insertion point to the place clicked. Any previously selected text is de-selected.

**Shift-click**—Extends the current text selection to the place clicked.

**Click and Drag**—(Click and hold down the mouse button.) Selects a range of text.

**Double-click and Drag**—Selects a range of words. Selected objects remain selected.

### In Dialog Boxes:

**Click**—Selects a single item. All previously selected items are de-selected. Also moves the cursor to a text-entry field. A highlighted box is the pre-selected input field where typing will be displayed.

# Storybook Weaver: World of Make-Believe

## Getting Started with Storybook Weaver: World of Make-Believe

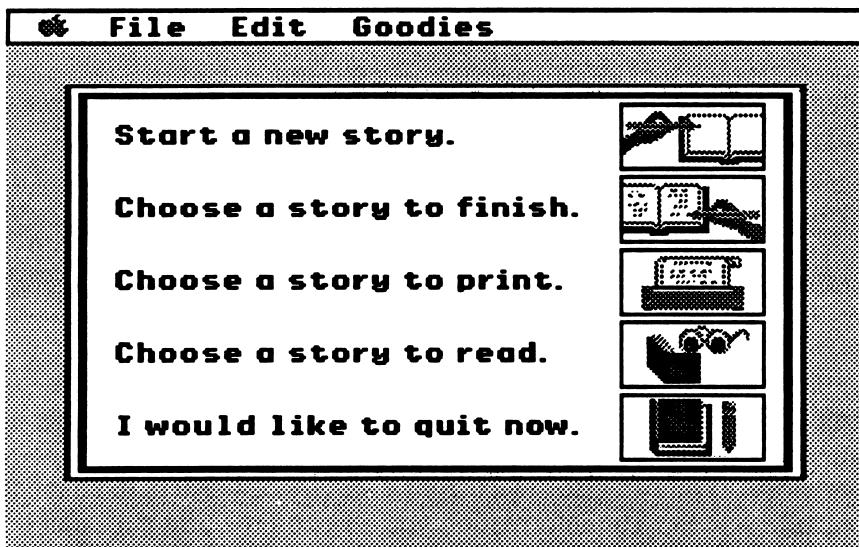
### NOTES

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

When the main menu for *Storybook Weaver: World of Make-Believe* appears, you may start a new story, finish or edit a story that you began earlier, print a story, or choose a story to read. You may also exit *Storybook Weaver: World of Make-Believe* by selecting "I would like to quit now." You may select any option from the main menu by clicking on the menu icon.

### **The Main Menu**



#### *Start a new story:*

If you are ready to begin writing a new story, select "Start a new story." This option will take you to the title page where you can enter the title of your story, the author, and other information.

#### *Choose a story to finish:*

If you have a story you have already saved on a data disk and you would like to finish writing that story, or if you have a story you have written that you would like to edit, select "Choose a story to finish." You will need to have the data disk where your previous story is saved. When selecting this menu option, your story document will open to the page you were on when the document was last saved.

#### *Choose a story to print:*

Once you have written a story, you can print a copy of your story. If so, select "Choose a story to print." The program will ask you to locate the story you wish to print.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### *Choose a story to read:*

This unique feature of *Storybook Weaver: World of Make-Believe* allows you to access any saved story to read, much the same way that you would read a printed storybook. In this mode, *Storybook Weaver: World of Make-Believe* does not allow you to edit a story.

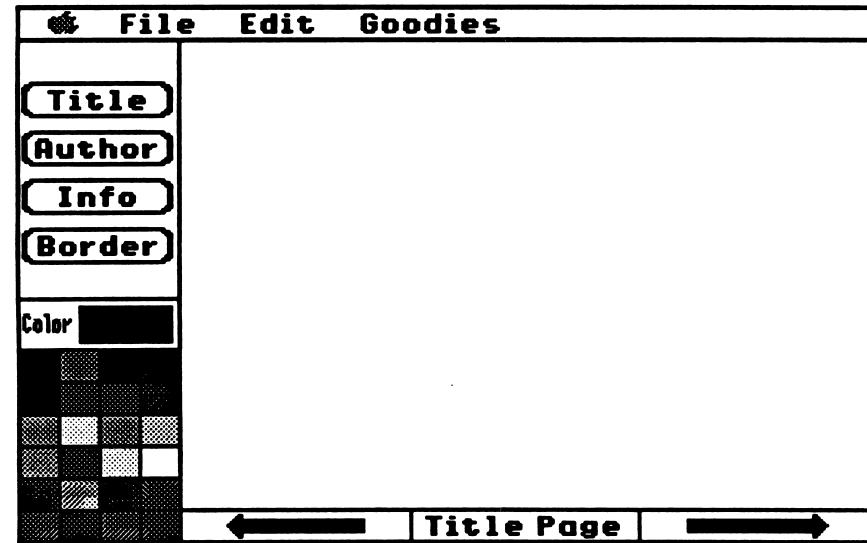
### *I would like to quit now:*

Selecting this option allows you to exit *Storybook Weaver: World of Make-Believe*.

If you have not yet authored a story using *Storybook Weaver: World of Make-Believe*, select "Start a new story." This will take you to the title page where you can enter some information about your story.

### *The Title Page*

On the title page, you can enter a title for your story, list the name or names of the authors, and add other information such as the name of your school, your teacher or class, the date, or a summary line for your story. You can also select from a variety of borders to enhance your title screen. The information you enter on the title page can be edited at any time during the writing process by returning to the title page. This is done by clicking on the left-page turning button at the bottom of the screen. Once you reach the title page, the left-page turning button will beep, indicating that you are at the beginning of your story.



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

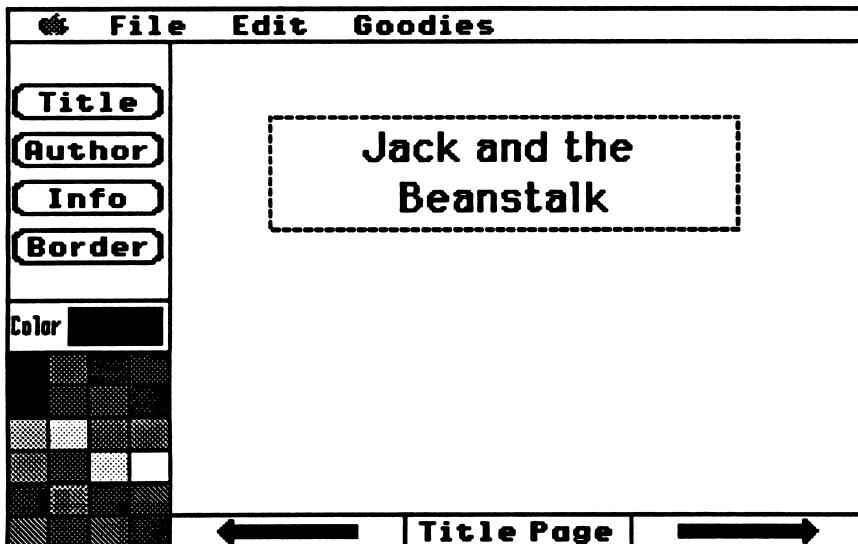
If you prefer to enter your title page after you have completed your story, you may click on the right-page turning arrow to continue. You may return to the title page by clicking on the left-page turning arrow.



To enter a title for your story:

### **Entering a Title**

- Step 1:** Click on the Title button. A text box with a blinking cursor will appear on the title page.
- Step 2:** Use the keyboard to enter the name or title of your story. The title will appear in large, bold font centered in the text box.
- Step 3:** Position your title on your title page by clicking on the text box. When the resizing handles appear, move your title to the location you desire.



To change the title of your story, click on the Title button. The title text box will reappear around your current title. The blinking text insert cursor will be positioned at the beginning of your current title. You may now edit your title using normal text-editing procedures. For further information on editing text, see page 40.

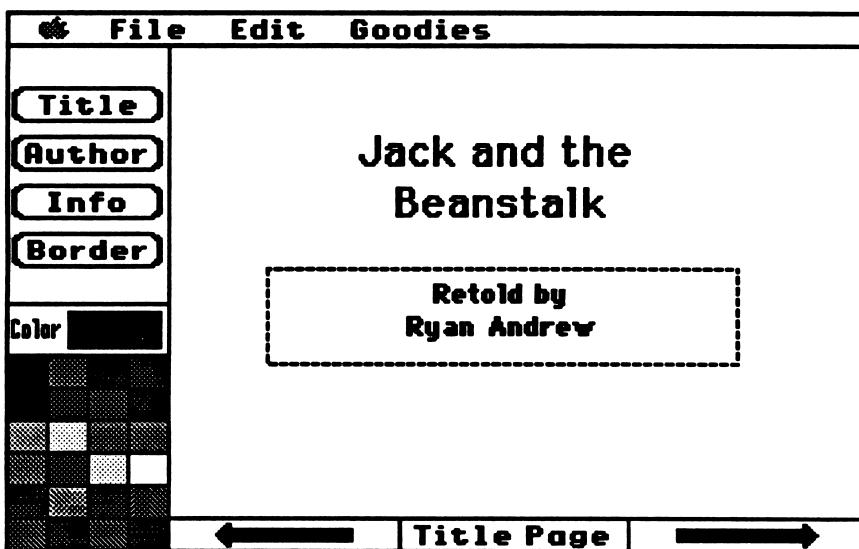
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### **Entering an Author**

To enter the author or authors of your story:

- Step 1:** Click on the Author button. A text box with a blinking cursor will appear on the title page.
- Step 2:** Use the keyboard to enter the author's (or authors') names. This will appear in medium-size, bold font centered in the Author text box.
- Step 3:** Position the author's name(s) on your title page by clicking on the text box. When the resizing handles appear, move your title to the location you desire.



To change the author or authors of your story, click on the Author button. The author text box will reappear around your current author. The blinking text insert cursor will be positioned at the beginning of the text box. You may now edit this information using normal text editing procedures. For further information on editing text, see page 40.

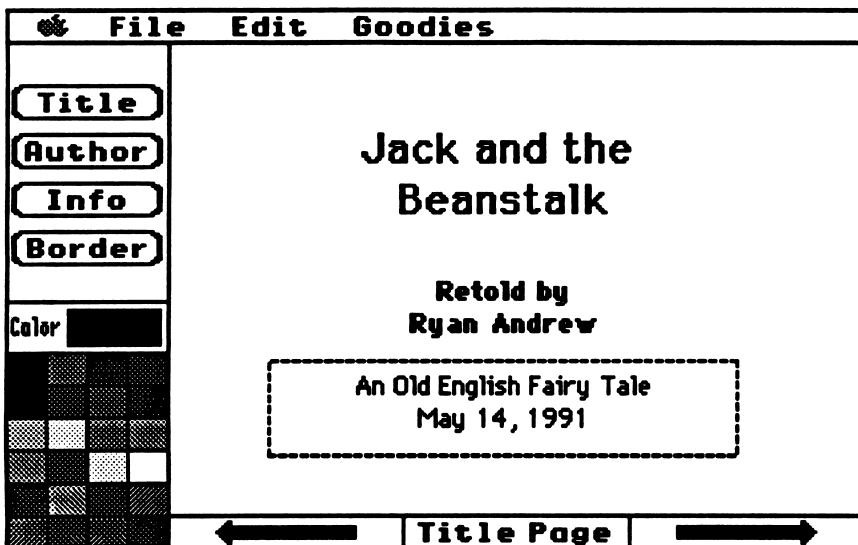
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

Info allows you to enter additional information about your story. This may include the name of your school, your teacher or class, and the date your story was written. You may also wish to use this box to enter a summary of your story. Just like entering the title and author, to enter information about your story:

### Entering Info

- Step 1:** Click on the Info button. A text box with a blinking cursor will appear on the title page.
- Step 2:** Use the keyboard to enter the information you want to include about your story. This information will appear in a medium font centered in the Info text box.
- Step 3:** Position your information on your title page by clicking on the text box. When the resizing handles appear, move your Info text box to the location you desire.



To change the information about your story, click on the Info button. The Info text box will reappear around your current information. The blinking text insert cursor will be positioned at the beginning of the text box. You may now edit this information using normal text editing procedures. For further information on editing text, see page 40.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### Selecting a Border

You may select a border to enhance your title page. *Storybook Weaver: World of Make-Believe* contains a selection of twelve pre-designed borders. You also have the option to have no border on your title page.

To select a border for your title page:

- Step 1:** Click on the Border button. The first of twelve pre-designed borders will appear around the title page.
- Step 2:** Click on the Border button again. The second border will appear surrounding the title page. Continue clicking the Border button to scroll through the available borders until you find the one you like. You may choose not to have a border if you desire.
- Step 3:** You may need to reposition your text to fit within your border. In *Storybook Weaver: World of Make-Believe*, the text may also overlay the border.



Your *Storybook Weaver: World of Make-Believe* Program disk contains a border file that holds all of the available borders for use with *Storybook Weaver: World of Make-Believe*. The colors of the borders cannot be changed.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

On the title page, there are two text modes: an editing mode that allows you to make text changes and a non-editing mode that allows you to move text on the title page. To move into the editing mode, click on the Title, Author, or Info buttons. The text box will appear as a dotted outline box. In the non-editing mode, simply click on the text region on the title page itself. The text box will be defined with four black rectangles called resizing handles.

Colored text may be entered for the title, author, or information. Each section of the title page may have the same or different colored text. The first four rows of colors on the color palette are available for coloring text. To color text, follow the steps listed below.

- Click on the Title, Author, or Info button. Then select the color from the color palette in which you want your text to appear.
- Select the text you wish to color by clicking on the corresponding text box to select the text. Select the color you desire from the color palette. The selected text will appear in that color.

The text colors on the title page may be changed at any time by returning to the title page and selecting another color.

In addition to coloring text, you may move text on the title page using the non-editing mode. The text boxes may be resized using the resizing handles, the small black rectangles that appear on the corners of a selected text box. This allows you to customize the title page by placing the title, author, and information anywhere you desire on the title page.

### **Coloring Text**

### **Resizing the Text Box**

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

To resize a text box on the title page:

- Step 1:** Select the text box you wish to resize. Clicking on the text will reveal the resizing handles.
- Step 2:** Click on one of the handles and drag the mouse until your text box resizes to the shape you desire. Your text will automatically fill the new dimensions of your text box.
- Step 3:** Drag the text box to the location you desire on the title page.

Once you have entered your information on the title page, click on the right-page turning button to proceed to the next page.

### Choosing a Page Type

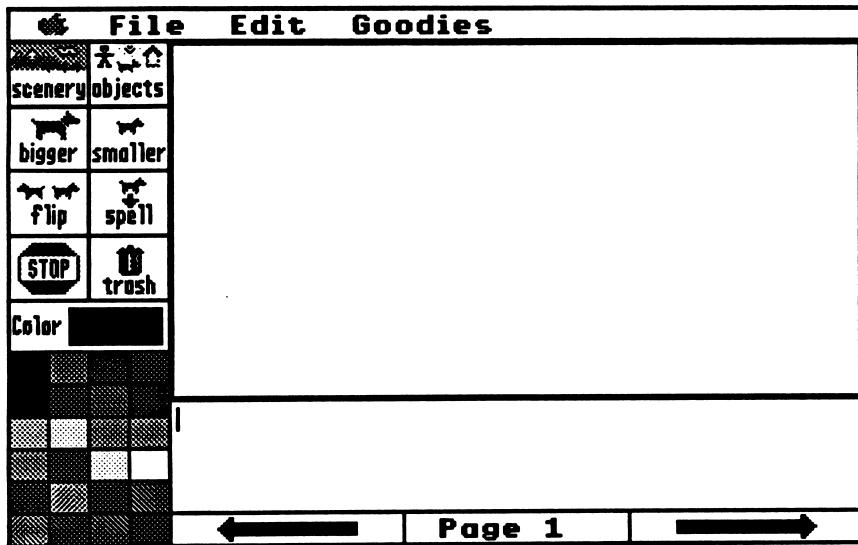
If you are writing a new story, you will be asked to choose what your new page will look like. *Storybook Weaver: World of Make-Believe* provides two page types: picture and text or text only.



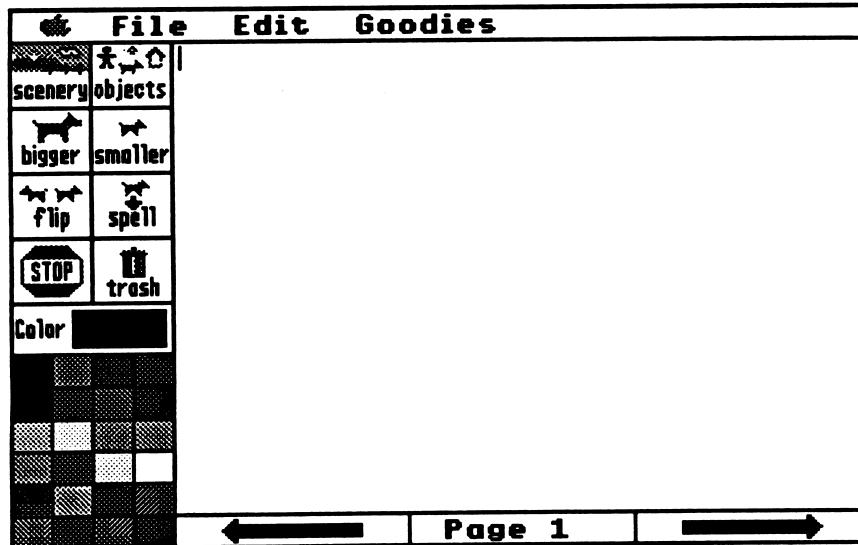
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

The picture and text page provides for two or four lines of story text, depending on the font size you select.



The text only page allows either eight, nine, or seventeen lines of story text. Font sizes can be set under the Goodies menu or under Preferences on the File menu. For more information on font size, see pages 65-68.



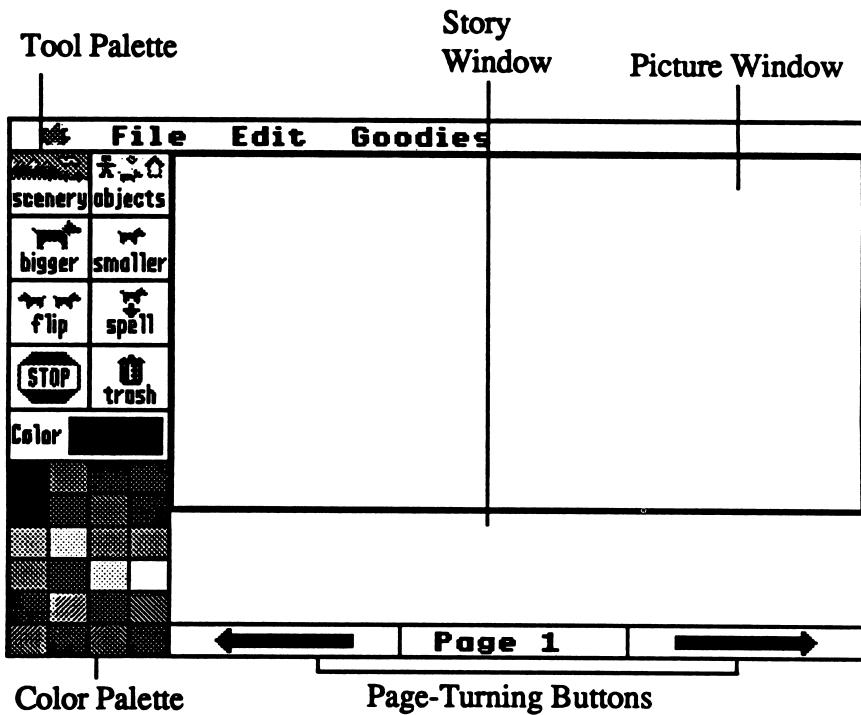
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### **The Main Work Screen**

Page type can also be set under Preferences in the File menu. The default is set to "choice," allowing you to select your page type. If desired, you may set the page type to automatically default to picture and text or text only. For additional information on Preferences, see page 59. For our "Step-by-Step Look at *Storybook Weaver: World of Make-Believe*" select a picture and text page.

If you select a picture and text page, the main work screen will look like the screen pictured below. This is the main interaction screen where you will create your storybook page. The main work screen consists of five regions: the picture window, the story window, the tool palette, the color palette, and the page-turning buttons.



The picture window is the largest portion of the main work screen. This area is reserved for the placement of the scenery and the objects you have selected to use in your story.

The story window is located directly under the picture window and is reserved for your story text. The simple word processor used in *Storybook Weaver: World of Make-Believe* allows for upper- and lower-case letters and word wrap. Entering, editing, and deleting text are explained, beginning on page 39.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

If you selected a text-only page, the picture window would not be available and the story window would occupy the portion of the screen now composed of the picture window and the story window. The text-only screen is shown on page 23.



The tool palette is located along the left side of the main work screen. This palette consists of eight buttons that allow you to select and manipulate scenery and objects placed in your picture window. The buttons found on the tool palette include scenery, objects, bigger, smaller, flip, spell, stop, and trash. Each of these buttons is explained in more detail on pages 26-39.

The color palette occupies the lower left side of the main work screen. This palette is comprised of 24 color choices that can be used to color objects placed in your picture window. The first four rows of colors on the color palette can be used to color text in the story window. For more information on the color palette, see pages 41-42.

The page-turning buttons are located at the bottom of the main work screen, just beneath the story window. The page-turning buttons move you through your story one screen at a time, much like turning the pages of a book. You can move forward or backward using the right- or left-page-turning buttons. Your current page number is displayed in the center rectangle between the arrows. Page-turning buttons are further explained on pages 42-43.

While the regions of the main work screen are highlighted in detail on the following pages, *Storybook Weaver: World of Make-Believe* does not suggest a specific sequence that you must follow in order to create your story page. As an open-ended writing tool, *Storybook Weaver: World of Make-Believe* provides the flexibility you desire as a writer. You may choose to begin with writing or you may choose to begin with your picture. Whatever your decision, *Storybook Weaver: World of Make-Believe* puts you in control of the approach and sequence that best fits your writing style.



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

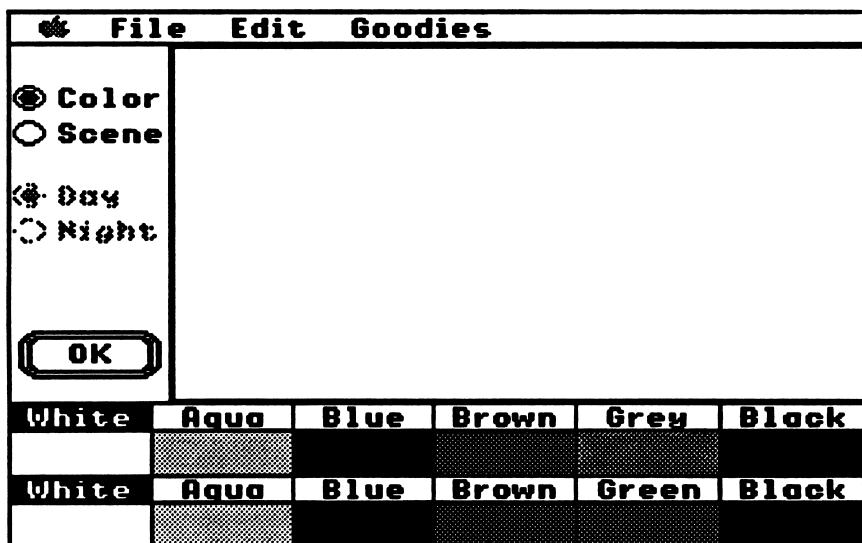
### Selecting Scenery

To gain an understanding of the picture window, you must have some objects to manipulate. Objects you will use in the picture window can all be obtained using the buttons on the tool palette. Using the scenery button, you can create a setting composed of colors, scenes, or part color and part scene.

In order to place scenery in your picture window, you must:

- Step 1:** Click on the scenery button on the tool palette. *Storybook Weaver: World of Make-Believe* takes you to the scenery selection screen that allows you to make your scenery choices.
- Step 2:** Use the arrow cursor to select either "color" or "scene" as your scenery option. The two rows of buttons along the bottom of this screen provide foreground and background choices. The top row of buttons indicates the options available for the background of your picture and the bottom row indicates the options available for your foreground.
- Step 3:** Select a background from the top row of choices and a foreground from the bottom row of choices.
- Step 4:** Click on the "OK" button to return to the main work screen.

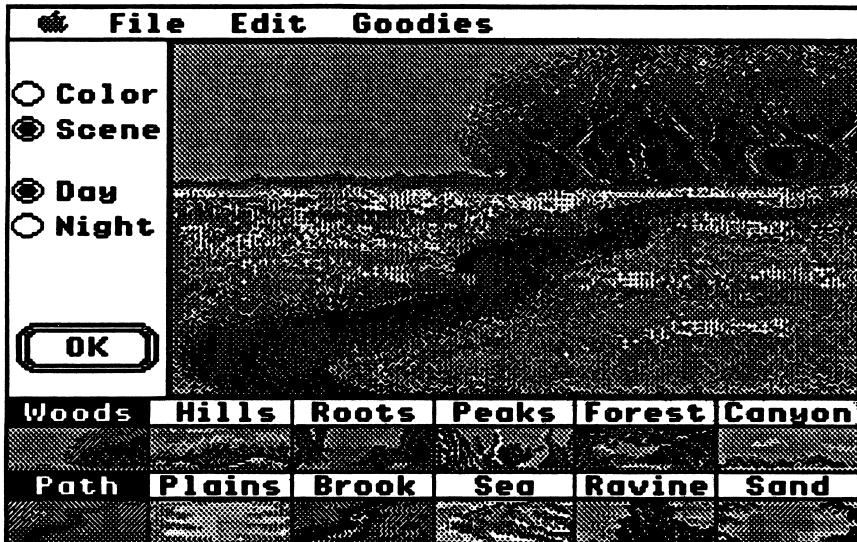
The color choices available for your setting include:



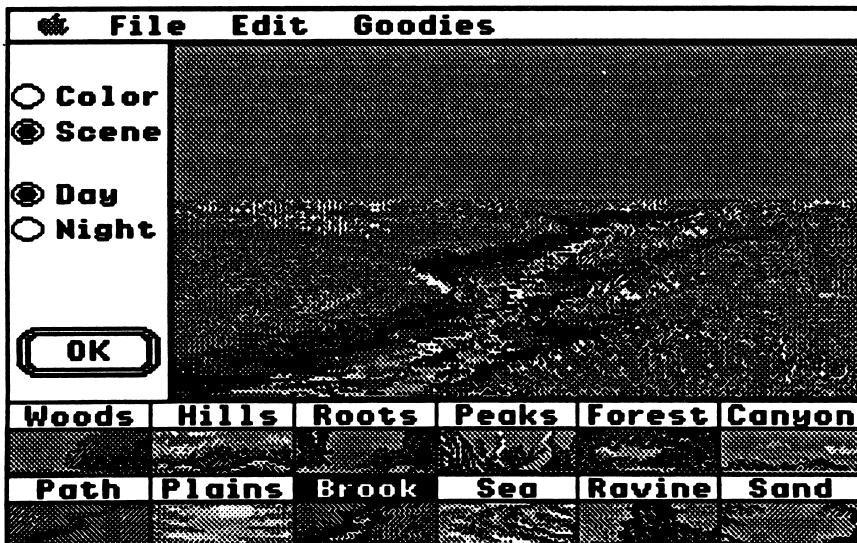
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

The scene choices available for your setting include:



Colors and scenes may be intermixed in the picture window. In other words, you may create a setting that consists of colors or a setting that consists of scenes. You may also create a setting that is part color and part scene.



Foreground and background options can be intermixed to provide 36 possible color combinations and 36 possible scene combinations and 72 possible color and scene combinations. In addition, the night scenes provide an additional 72 scenery options.

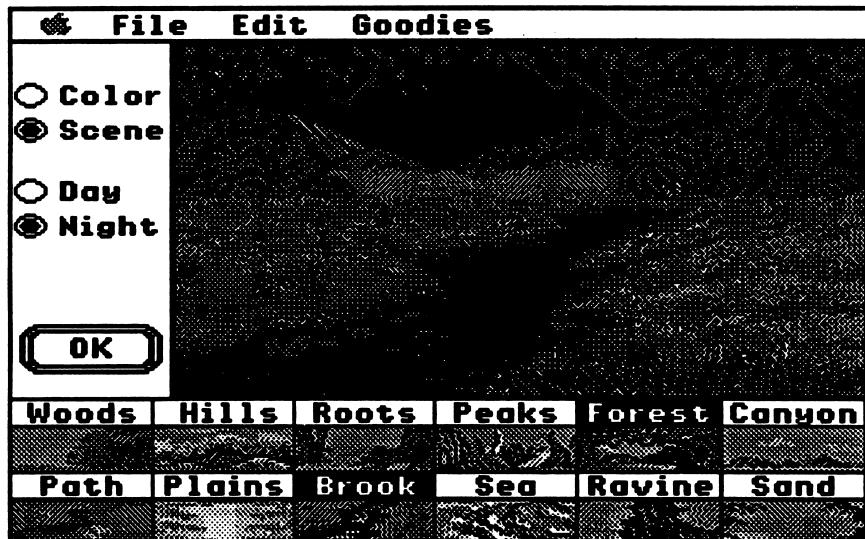
# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### **Day and Night Buttons**

When you select "scenes" as your background and foreground choices, the "Day" and "Night" buttons will be activated. To switch between daytime and nighttime settings, simply click on the appropriate buttons. To return the scene to its previous view, select the other button. You can return to the main work screen by clicking on the OK button.

The daytime or nighttime setting may be changed at any time by returning to the scenery-selection screen and selecting your new option.



 You may not intermix the day and night scenes in *Storybook Weaver: World of Make-Believe*. Your scene will appear only in a daytime or a nighttime view.

The "Day" and "Night" buttons are active for scenes only. These buttons are dimmed if you have chosen the "color" option for your scenery.

 For a complete listing of the foreground and background colors and scenes available in *Storybook Weaver: World of Make-Believe*, see the chart on page 110.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

Your scenery may be changed at anytime during your writing. New scenery may be selected as you add pages to your story or you may wish to edit or change your story to use a different setting. To change the scenery you have placed in your story:

- Step 1:** Click on the scenery button on the tool palette.
- Step 2:** Use the arrow cursor to select either "color" or "scene" as your scenery option.
- Step 3:** Select your background from the top row of choices and your foreground from the bottom row of choices. Your new choices will appear in your picture window.
- Step 4:** Click on the "OK" button to return to the main work screen.

If you have objects that you have already placed in your picture window and you decide to change your scenery, *Storybook Weaver: World of Make-Believe* will automatically put your previously placed objects on the newly selected scenery.

### **Changing the Scenery**



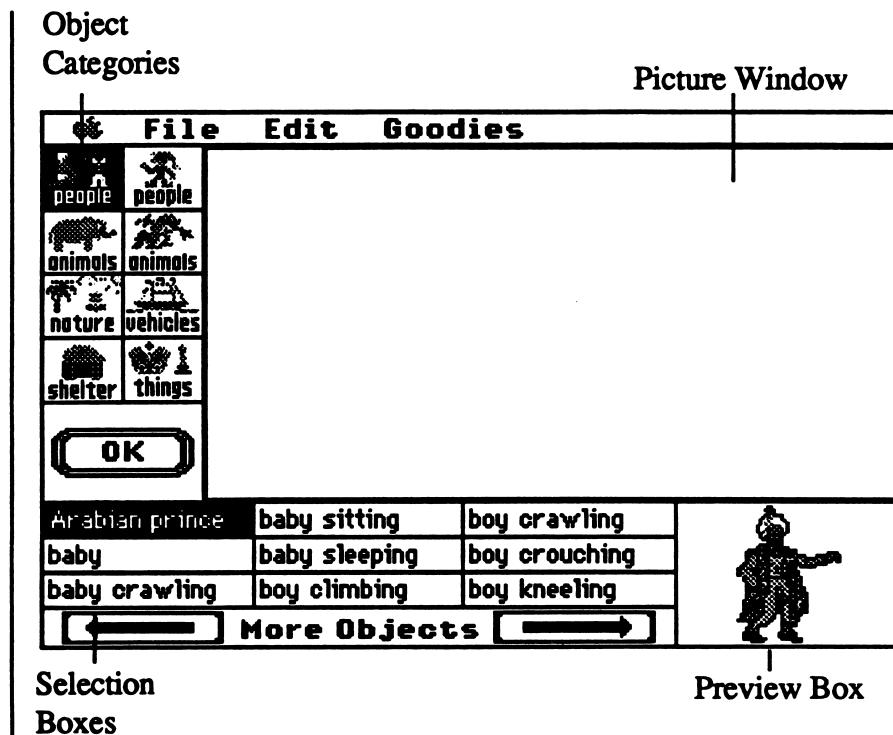
The "objects" button on the tool palette allows you to choose from a variety of objects to place in your picture window. Eight categories of objects are available in *Storybook Weaver: World of Make-Believe*: people (positions), people (storybook characters), animals (realistic), animals (make-believe), nature, vehicles, shelter, and things.

The people (positions) category contains a variety of people in various positions and traditional dress. The people (storybook characters) category contains a variety of characters that are found in a wide range of folklore. The animals (realistic) category contains a wide variety of realistic animals. The animals (make-believe) category contains animals that are either make-believe or have been personified in some way. Nature includes a variety of objects that relate to weather, growing things, and nature objects in the environment. The vehicles category contains a wide assortment of vehicles found in many aspects of folk literature. Shelter includes various buildings or homes that would be found in various settings. Things includes a variety of objects that might be used by people in various settings.

### **Choosing Objects**

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



The objects-selection screen is composed of four major regions. The categories appear on the left side of the screen in the same location that you would find the tool palette on the main work screen. These categories serve as a means to classify the more than 500 objects available for placement in the pictures you create with *Storybook Weaver: World of Make-Believe*.

The selection boxes contain the names of the actual objects that you can place in your picture. The selection boxes display nine objects at a time. More objects are available in each category. You can scroll through the objects by clicking on the right or left arrows beneath the object-selection boxes. This will allow you to move forward or backward in the category to locate an object you wish to place in your picture.

The preview box appears in the lower right corner of the screen. This box allows you to view an object before placing it in your picture window. It also serves to reinforce vocabulary as the picture appears when the word is selected.

# Storybook Weaver: World of Make-Believe

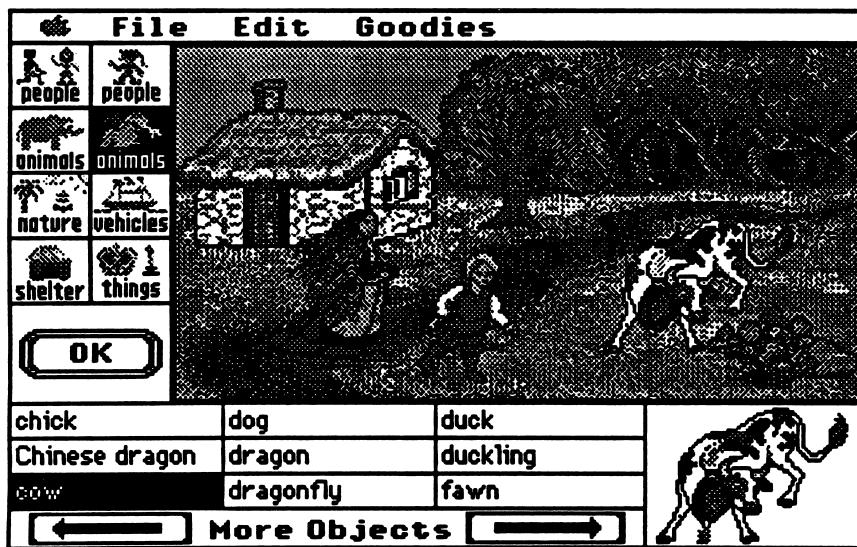
## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

The picture window, which is the same as the window on the main work screen, occupies the largest portion of the screen and permits you to place your selected objects immediately into your picture.

To select the objects you wish to add to your picture, you must:

- Step 1:** Select objects from the tool palette on the main work screen. When the objects-selection screen appears, the upper left category, people (position), will be selected and its choices will fill the selection boxes. In the upper left selection box, "Arabian prince" will also be selected and the corresponding object will appear in the preview box at the lower right corner of the screen.
- Step 2:** Locate the category from which you wish to select an object.
- Step 3:** Locate the object you wish to place in your picture.
- Step 4:** To place an object from the preview box onto your picture window, click and drag the object from the preview box to the location you wish the object to appear.
- Step 5:** Release the mouse button to place the object.

### **Selecting and Placing Objects**



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



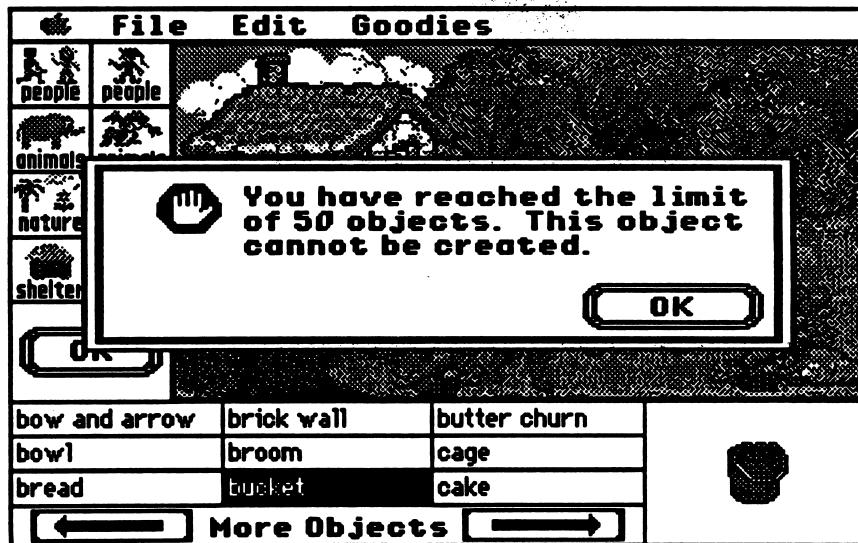
Objects selected for placement in your picture may move onto the picture window in several ways. New objects can appear in the picture window in the same size they appear in the preview box. If you desire, new objects can appear in the picture window in their ideal size. This means that *some* of the objects will spring to a larger size once you release the mouse button. This option may be set under Preferences on the File menu.

If you drag an object from the preview box onto the picture window but don't release the mouse button to place the object, you can drag the object back into the preview box to dispose of it. Objects placed on the picture window by dragging and releasing the mouse button may not be dragged back into the preview box.



To place multiple copies of the same object in your picture window, select the object desired. Click and drag each object to place the number of objects you wish in your picture. You may also use the Copy and Paste options available on the Edit menu.

You may place a maximum of 50 objects in the picture window on a given story page.



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

You may select objects from several different categories before returning to the main work screen. In order to size, flip, or color objects, however, you must return to the main work screen by clicking the "OK" button.

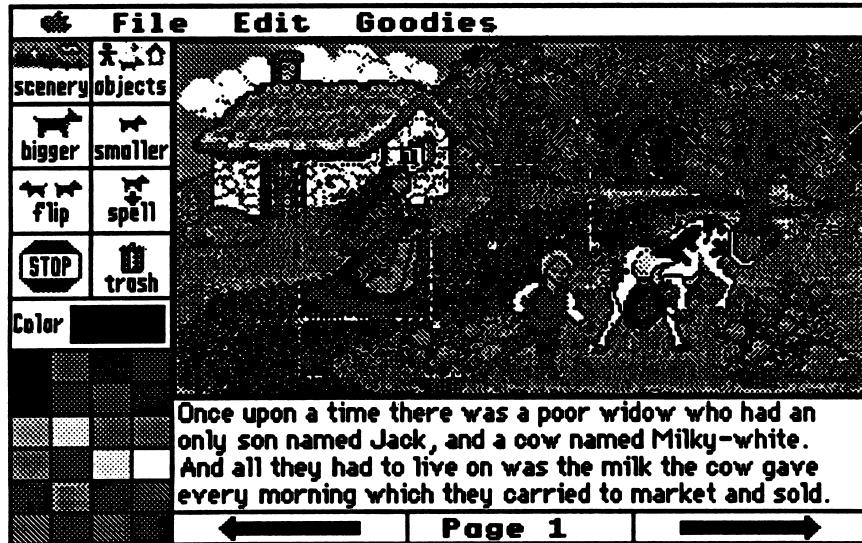


You may move objects within your picture window at any time during the creation of your picture. To move an object in the picture window:

- Step 1:** Select the object you wish to move.
- Step 2:** When the "handles" appear, click anywhere on the object and drag it to its new location.
- Step 3:** Release the mouse button to place the object in your picture.

### **Moving Objects**

You can move several objects at once by holding down the Shift Key and clicking on the objects you wish to move. When the group of objects has been selected, drag the objects to the new location.



In addition, holding down the **C** Key while pressing one of the arrow keys will move any selected object or objects one pixel in the direction specified.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

### **Deleting Objects**

Objects that you have placed in your picture window may be deleted in several ways. If you are on the main work screen, you may remove objects from your picture by:

- Step 1:** Selecting the object or objects you wish to delete from your picture.
- Step 2:** When the handles appear, click the trash button located on the tool palette. The selected object or objects will be removed.

You may also remove objects either from the main work screen or the objects-selection screen by selecting the object or group of objects you wish to delete and pressing the Delete Key.

An entire page of objects may be removed by choosing "Select All" from the Edit menu and using the trash can icon or the Delete Key. You can also delete an entire page of objects by selecting Clear under the Edit menu.

Objects that have been deleted can be retrieved by selecting Undo Clear under the Edit menu. This operation must occur immediately after the objects have been deleted.



For a complete listing of the objects available in *Storybook Weaver: World of Make-Believe*, see the chart on pages 111-124.

### **Making Objects Bigger**

Once you have placed some objects in your picture window and have returned to the main work screen, you may manipulate these objects using the bigger, smaller, and flip buttons that appear on the tool palette.

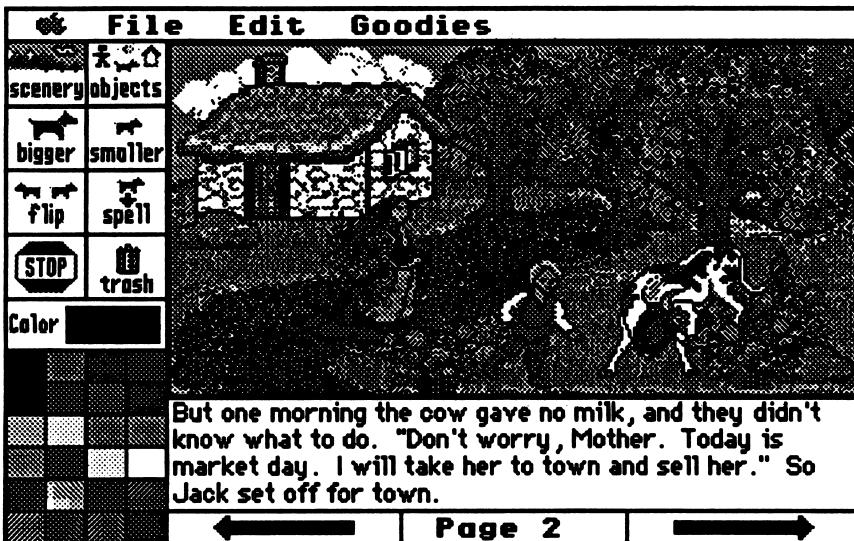
The bigger button allows you to increase the size of an object in incremental steps. To enlarge an object:

- Step 1:** Select the object you wish to enlarge by clicking on the object to select.
- Step 2:** When the handles appear, click on the bigger button to resize the object.
- Step 3:** If the object is at its maximum size, the object will remain unchanged.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

You may enlarge a group of objects at the same time by selecting the objects you wish to enlarge and clicking the bigger button.



When resizing a group of objects at one time, some objects may reach their maximum size before other objects.



The smaller button allows you to reduce the size of an object in incremental steps. To reduce the size of an object:

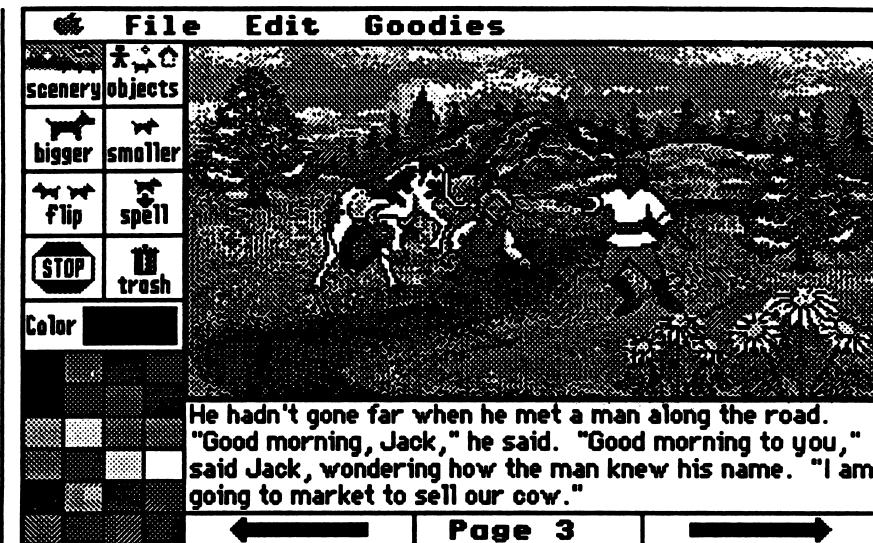
- Step 1: Select the object you wish to reduce by clicking on the object to select.
- Step 2: When the handles appear, click on the smaller button to resize the object.
- Step 3: If the object is at its minimum size, the object will remain unchanged.

You may reduce the size of a group of objects at the same time by selecting the objects you wish to resize and clicking the smaller button.

### ***Making Objects Smaller***

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



When resizing a group of objects at one time, some objects may reach their minimum size before other objects.

Any object that has been resized using the bigger or smaller buttons may be returned to its original size in one of two ways:

- Select the object that has been resized by clicking on the object to highlight. Select Ideal Size from the Goodies menu. The object will revert to its predrawn or best size.
- Select the object. When the handles appear, click on the trash can icon to delete the object from your picture window. Select a new object by clicking on the objects button from the tool palette and retrieve a new object from the objects-selection screen.

### Flipping Objects

To change the direction of an object or group of objects, you can use the flip button that appears in the tool palette on the main work screen. To change the direction of an object, you must:

- Step 1:** Select the object or objects you wish to flip by clicking on the object to select.
- Step 2:** When the handles appear, click on the flip button to change the orientation of the object.
- Step 3:** The object will appear facing the opposite direction.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



Children's oral-language skills are often more developed than their written-language skills. In *Storybook Weaver: World of Make-Believe*, the primary focus is on the writing process. Therefore, the Spell button offers a unique feature in that it allows you to place the word of a selected object in your story text even if you don't know how to spell the word. To operate the Spell feature:

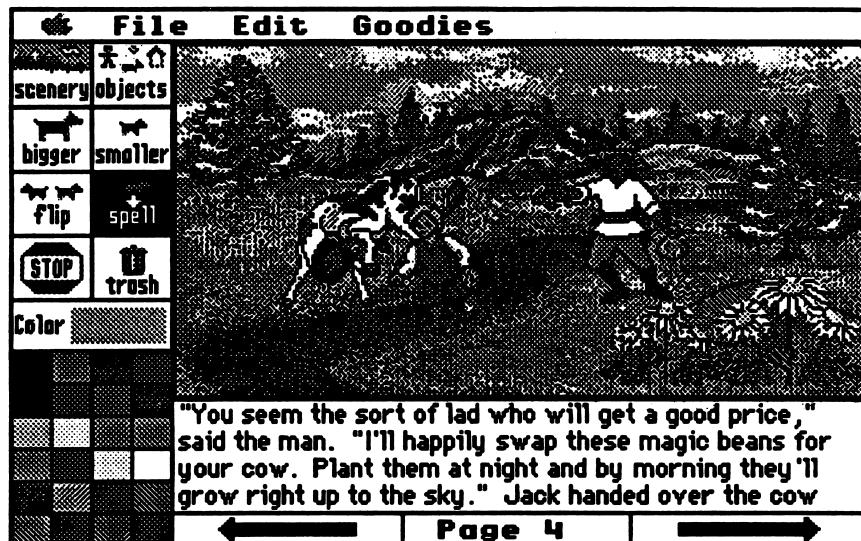
- Step 1:** Select the desired insertion point in your story window by placing the insertion point in the location you want the object word to appear.
- Step 2:** Move into the picture window and use the arrow cursor to select the object you want to include in your story.
- Step 3:** Click on the "Spell" button on the tool palette.
- Step 4:** The selected object's name will appear in the story window at the insertion point you designated. The insertion point will appear after the spelled word so that you may continue to work on your story.

The name or label for the object you select will be the same name that appears in the selection boxes on the objects-selection screen. Only those objects that you currently have placed in your picture window may be used with the Spell button for insertion into your story.

### **The Spell Button**

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



The Spell button operates only on objects that you have placed in your picture using the objects-selection screen. Objects that appear as part of the scenery cannot be placed in your story text. The Spell feature functions on one object at a time.

### Stop and Trash Buttons

Two additional buttons that appear on the tool palette are Stop and Trash. Selecting the Stop button will allow you to quit your current story. You will be prompted to SAVE your story before quitting.

The trash button allows you to delete any object or objects that you no longer want in your picture window. To delete an object using the trash can icon, you must:

- Step 1: Select the object or objects you wish to delete.
- Step 2: When the handles appear, click on the trash can button on the tool palette.
- Step 3: The object or objects will be deleted.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

The trash can button functions only on objects you have placed in your picture window from the objects-selection screen. You cannot remove any of the objects that are included as part of the scenery.



If you have chosen a picture and text page, the story window occupies the lower one-third of the main work screen and is reserved for the text portion of your story. For a text-only page, the story window occupies the entire picture window and story window area. *Storybook Weaver: World of Make-Believe* uses a simple word processor with word wrap and upper- and lower-case letters.

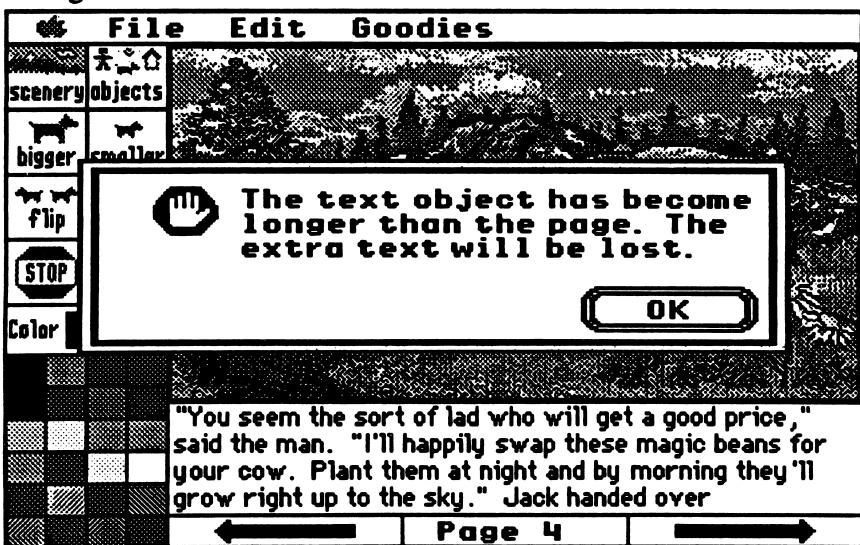
### ***The Story Window***

To enter your text in the story window, use the keyboard in a typical word-processor manner:

- Step 1:** Select the size of the text you want in the story window. You may choose either small, large, or fancy font. Font size is set under the Goodies menu or under Preferences on the File menu.
- Step 2:** Move your cursor to the story window on the main work screen. The I-beam cursor will appear.
- Step 3:** Select the insertion point by clicking the mouse at the location in the story window you wish to begin writing.
- Step 4:** Use the keyboard to enter your story.

### ***Entering Your Story***

When the story window is full, you will receive the following message:



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*



You can also activate the story window by entering text from the keyboard. The text appears in the story window.

The insertion cursor may be moved to any position in the text window using either the arrow keys or by using the mouse's I-beam cursor to point and click at the desired insertion point.

Text may also be "pasted" into the text window using the cut, copy, and paste commands available under the Edit menu. For more information on the editing features, see page 63 in the "*Exploring the Features of Storybook Weaver: World of Make-Believe*" section of this manual.

### ***Editing Your Story***

You may edit or change your story text anytime during the writing process simply by moving to the story window.

To insert a word or words in your story text:

- Step 1:** Move the insertion point cursor to the location in your story where you want to add words.
- Step 2:** Use the keyboard to enter the word or words you wish to add to your story.

To change or edit words in your story:

- Step 1:** Move the I-beam cursor to the beginning of the text you wish to change.
- Step 2:** Hold down the mouse button and drag the cursor to highlight the text you wish to edit.
- Step 3:** Release the mouse button to select the text.
- Step 4:** Use the keyboard to enter the text you wish to add to your story.

You may also select text to edit by holding down the Shift Key and using the arrow keys to move the cursor and highlight text you wish to edit.

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

Text may be deleted from your story using any of the following methods:

- Highlight the text you wish to delete and press the Delete Key.
- Highlight the text and select Clear from the Edit menu.
- Highlight the text and select Cut (C-X) from the Edit menu.
- When in the story window, choose Select All from the Edit menu and press the trash icon, the Delete Key, or the Clear Key.

The Spell button on the tool palette allows you to place text for objects appearing in your picture window in your story. For information on the Spell button, refer to page 37.

The color palette occupies the lower left corner of the main work screen. The color palette allows you to color the objects you have placed in your picture window. You may also color the text that appears in your story window. Twenty-four colors are available on the color palette.

To color an object using the colors on the color palette:

- Step 1: Select the object or group of objects you wish to color.
- Step 2: When the handles appear, click on the color you desire from the choices available on the color palette.
- Step 3: The selected object or objects will become that color.

Objects appear fully colored in the preview box. One color on each object, generally the major portion of the object, is changeable. To determine which portion of the object will change color, simply click on the object to select and then click on a color on the color palette.

While people appear in the preview box with the clothing color and skin tone predetermined, students may change the skin tone of the people by selecting the person desired and clicking on any of the available colors found on the color palette.

### ***Deleting Text from Your Story***

### ***Using "Spell"***

### ***The Color Palette***



# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

If you have changed an object's color, a "Restore Color" option, which appears under the Goodies menu will allow you to return the object to its pre-drawn color. To use, simply select the object desired and select "Restore Color." The object will return to the colors in which it originally appeared in the preview box.

The text in the story window, as well as the text that appears on the title page of your story, can also be colored. The first four rows of colors on the color palette are available for coloring text.

To color text using the colors on the color palette:

- Step 1:** Move your cursor to the story window on the main work screen.
- Step 2:** Select the color you desire from the choices available on the color palette.
- Step 3:** Use the keyboard to enter your story text. All text will appear in the selected color.

To change the color of your story text:

- Step 1:** Click in the story window to activate your cursor.
- Step 2:** Once your insert cursor is active, click on the color you desire from the choices available on the color palette.
- Step 3:** The text will become that color.

You can also select text by clicking and dragging to highlight. Then click on the color you desire from the choices available on the color palette.

The color of objects and text may be changed at any time by reselecting the object or text and repeating the procedure outlined above.

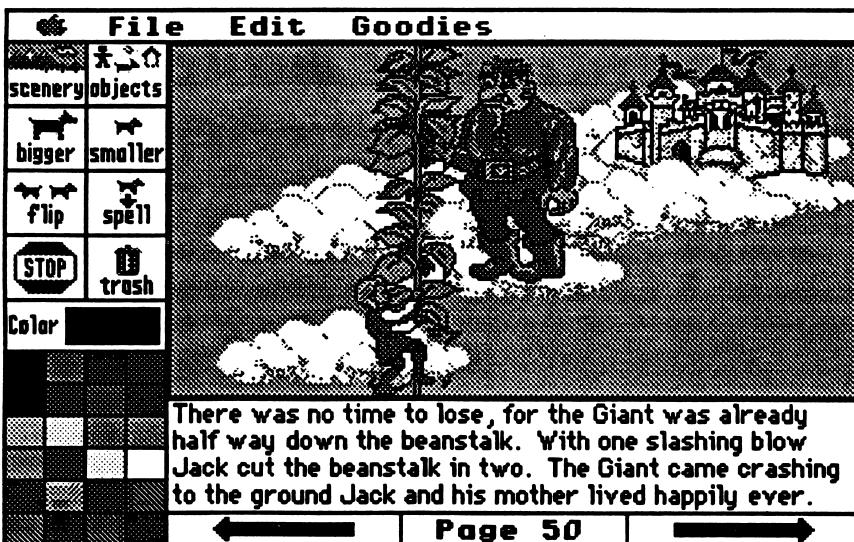
You can move from one page to another in your story simply by clicking on the left- or right-page-turning buttons that appear at the bottom of each page. The page-turning buttons operate in much the same manner as turning the pages of a book. You will use the right-page-turning button to proceed to the next page. If the next page of your story is also a "new" page, you will be prompted as to what you would like the new page to look like—picture and text or text only.

## Page-Turning Buttons

# Storybook Weaver: World of Make-Believe

## A Step-by-Step Look at *Storybook Weaver: World of Make-Believe*

Clicking on the left-page-turning button will take you to the previous page completed in your story. You may continue to click the left-page-turning button until you return to the title page of your story. The current page of your story is indicated in the rectangle between the left- and right-page-turning buttons.



*Storybook Weaver: World of Make-Believe* has a page limit of fifty pages per story. When you have reached the page limits of *Storybook Weaver: World of Make-Believe*, the right-page-turning button will beep.

Additional page options are available under the Goodies menu and are explained on pages 70-73.

# **Storybook Weaver: World of Make-Believe**

**A Step-by-Step Look at *Storybook Weaver: World of Make-Believe***

## **NOTES**

# Storybook Weaver: World of Make-Believe

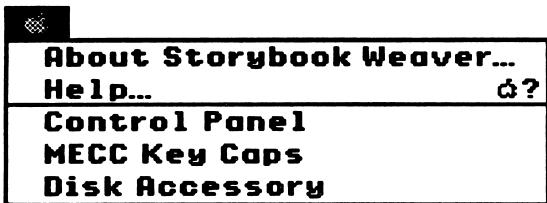
## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### File Edit Goodies

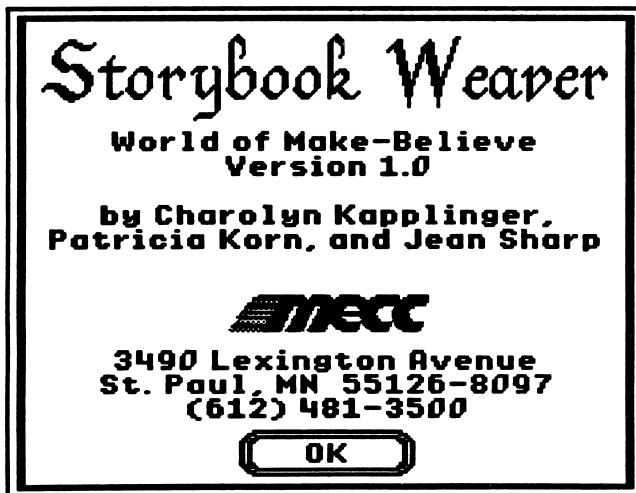
This is the *Storybook Weaver: World of Make-Believe* menu bar. Each item contains a separate pull-down menu. When you hold down the mouse button while pointing the arrow cursor at one of the menu items, the menu will pull down and display the individual menu items.

The menus contain other functions in *Storybook Weaver: World of Make-Believe*: text options, picture and object features, and page options.

Each menu is discussed separately in this section. We begin on the left with the  menu and proceed to the right, finishing with the Goodies menu. With each menu, we begin at the top and move to the bottom, discussing each menu item in turn. The  menu provides access to *Storybook Weaver: World of Make-Believe* information, help, and any desk accessories installed on your system. The *Storybook Weaver: World of Make-Believe* System disk comes with three desk accessories: Control Panel, MECC Key Caps, and Disk Accessory.



*About Storybook Weaver ...*



### *The Menu Bar*

### *The Apple Menu*

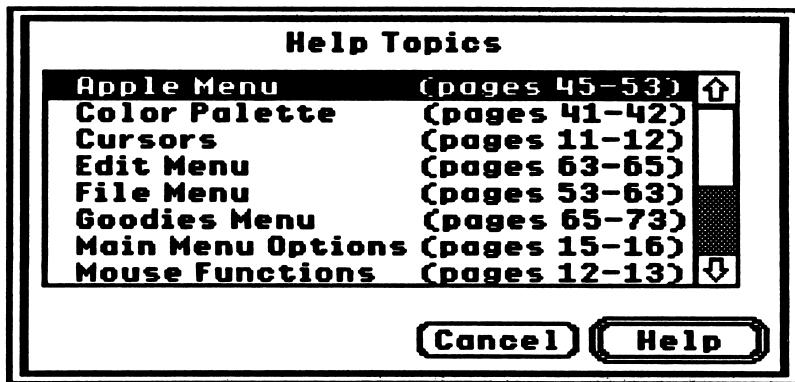
# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

When you select **About Storybook Weaver...**, the screen displays the product name, the MECC development team, and other information about *Storybook Weaver: World of Make-Believe*.

### Help... (⌘-?)

Help provides you a list of topics that you can select to get more information. The page numbers refer you to the manual for further explanation.



### Control Panel

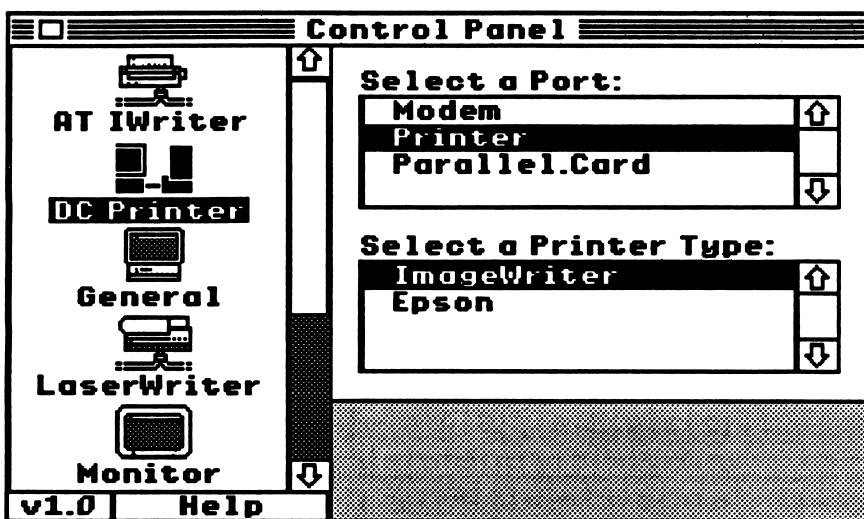
The Control Panel (standard on the Apple IIGS) allows you to select from a list of devices that are connected to your computer directly or over an AppleTalk network. When you are using *Storybook Weaver: World of Make-Believe* on an AppleTalk network or when you have more than one printer connected to your computer, you will use the Control Panel to select a printer.



We recommend that you set your system speed to fast for *Storybook Weaver: World of Make-Believe*.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*



The Control Panel displays icons of the available devices on the left. If there are more than five devices, the list becomes scrollable. Devices could include a variety of printers, modems, drives, and servers. The current device is highlighted.

A printer device might be an AppleTalk ImageWriter (AT IWriter), a Direct Connect (DC) Printer, or a LaserWriter. If there is more than one similar device, selecting an AppleTalk ImageWriter will prompt you to select one from a list of ImageWriters in the upper right. You can also specify in which zone to look for an AppleTalk ImageWriter—should your network have more than one zone. If you are not on an AppleTalk network, the AppleTalk Zones box is blank. AppleTalk networks must have at least one zone, each with its own set of available printers, modems, and other devices.

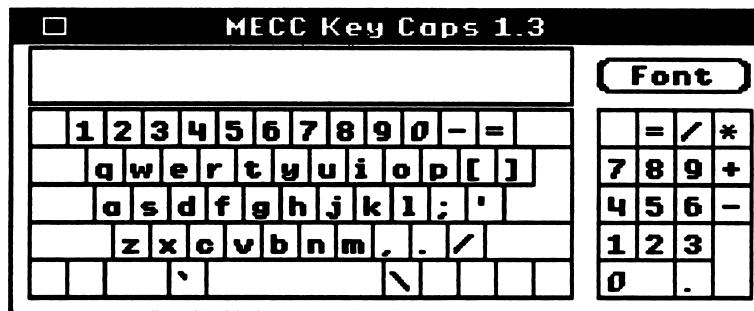
The Control Panel provided with the *Storybook Weaver: World of Make-Believe* System disk is specifically for device selection and should not be confused with the Control Panel for the Apple IIgs. The Apple IIgs Control Panel is used to specify a variety of settings for the computer itself: display, sound, clock, speed, slots, printer and modem ports, and RAM disk.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

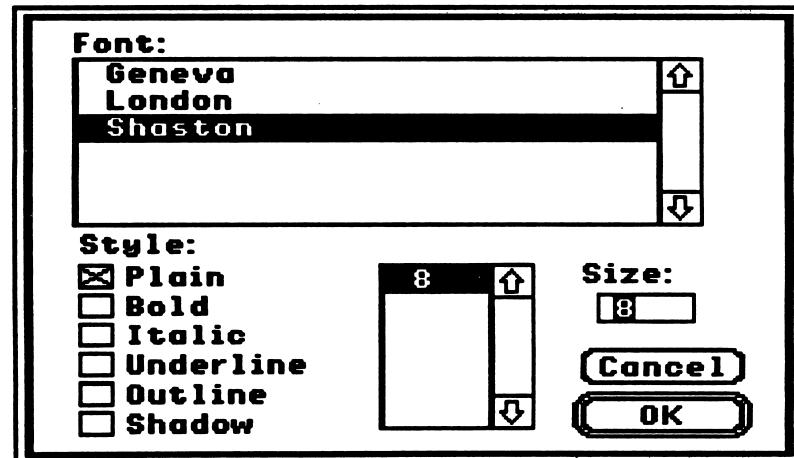
### MECC Key Caps

MECC Key Caps allows you to find a complete set of diacritical marks and foreign language and special characters available with each font so that you can locate the characters needed to enter text in a foreign language. When you select MECC Key Caps, you will see a keyboard diagram that shows the keys in the current font.



By holding down the Shift Key, the Option Key, the Apple Key, the Control Key, or any combination of those keys, the set of characters associated with those key combinations is displayed on the keyboard diagram. The selected font is the system, or "Shaston," font. The Choose Font button in the top right corner allows you to select a different font, style, and size.

MECC Key Caps font selection:



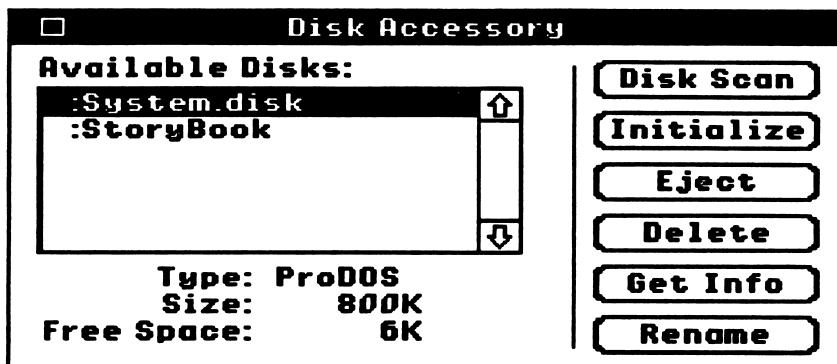
Any text copied from Key Caps to *Storybook Weaver: World of Make-Believe* will appear in the standard font chosen for the program.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Disk Accessory

Disk Accessory allows you to perform certain disk operations, such as formatting a disk, deleting, or renaming a file without exiting *Storybook Weaver: World of Make-Believe*. When you select Disk Accessory, you will see the following screen:



The scroll box on the left side of the screen contains the disk volumes that are currently available. When you click on a disk volume in the scroll box, you will get information about that volume. Disk Accessory will display the disk type, size of the volume, and disk free space. If there is no disk in the drive, the device name will be displayed with the <greater than> signs around it.

Disk Scan will update the devices currently displayed in the scroll box. If you have inserted or removed disks or devices, you may wish to scan disks.

In order to save your story documents, you can initialize either a 3.5" or a 5.25" disk with Disk Accessory. To initialize a disk using Disk Accessory, select the "Initialize" button.

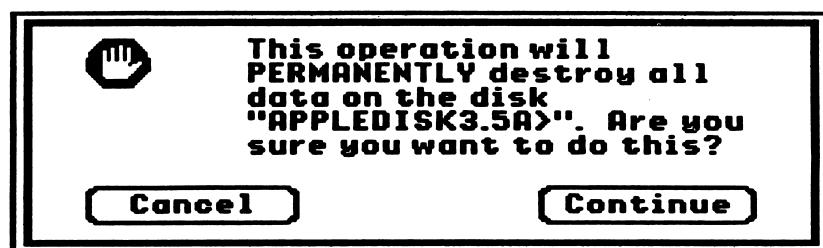
You will be presented with this alert:



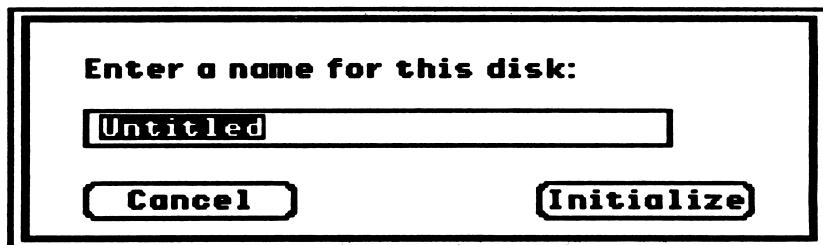
# Storybook Weaver: World of Make-Believe

## Exploring the Features of Storybook Weaver: World of Make-Believe

You may proceed with the initialization process or select "Cancel," which returns you to the main window. If the disk you inserted is formatted, the following alert is presented:



If you indicate that you want to format the disk, you can enter a name for the disk. The following dialog is displayed:



Selecting "Initialize" will format the disk. Once this process is complete, Disk Accessory returns you to the main window.

Selecting "Eject" will remove your disk from the selected drive.



If no disk has been placed in the 5.25" drive, Disk Accessory will act as if it is initializing a disk. You will then receive an error message and Disk Accessory will return you to the main menu.



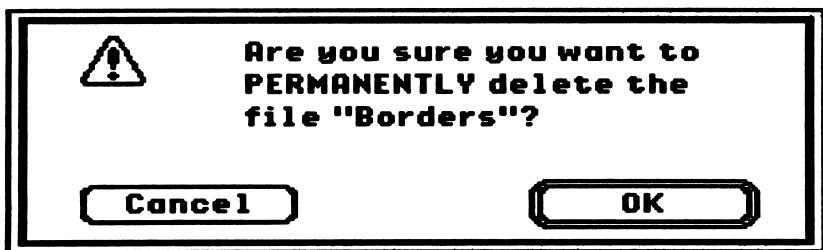
# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

Delete may be used to remove files and folders from the selected disk volume. When you select "Delete," the Disk Accessory presents the following dialog box:



Folders may be opened or closed from this screen. You may delete files and folders or return to Disk Accessory's main window by selecting "Cancel." To delete a file, highlight the file you wish to delete. Click on the delete button that appears on the right side of the screen. Disk Accessory will display the following alert:

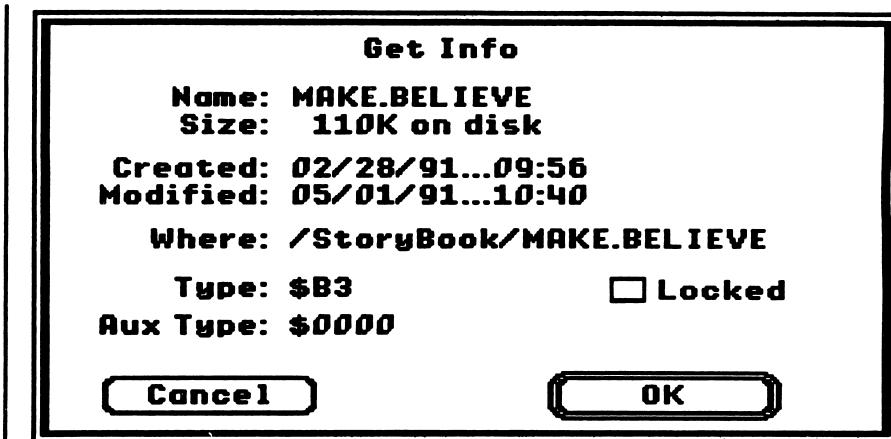


You may cancel either procedure by selecting "Cancel." You will be returned to the "Delete" screen.

Get Info allows you to view the known information about a file. You may also set information for a particular file. When you select this option, a standard file dialog is displayed. Once you select a file, the following dialog is presented:

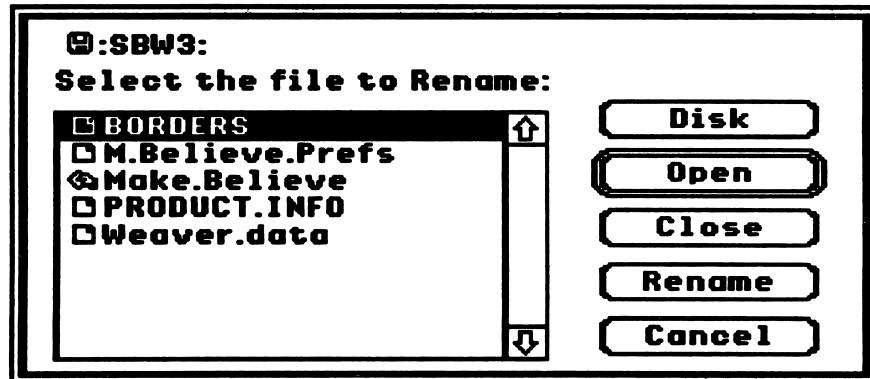
# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

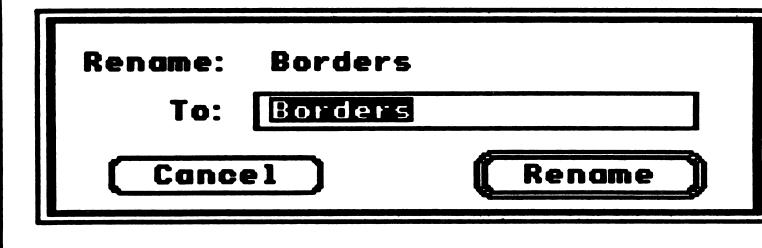


You may lock or unlock a file by clicking in the box labeled "Locked." An X will appear when a file is locked.

"Rename" gives you the option of entering a new name for a file. When you select "Rename," the following dialog box is displayed:



You must select the file you wish to rename by clicking on that file to highlight. Once the file has been selected, the following dialog is displayed:

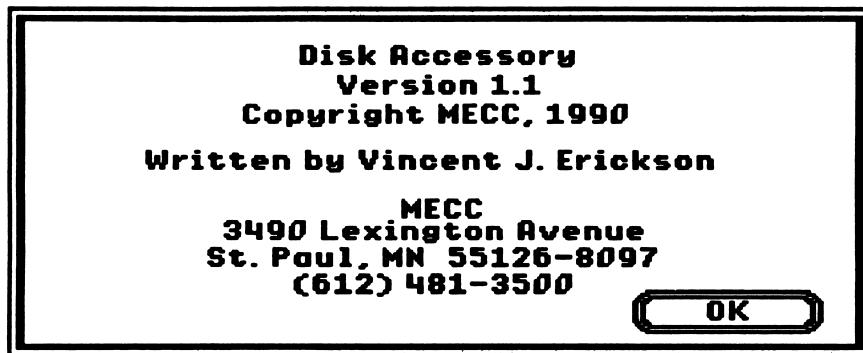


# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

Enter the new file name and select "Rename." You may cancel this procedure by selecting "Cancel."

Clicking on the area of the main menu screen above the scroll box will give you information about Disk Accessory. The screen includes information about Disk Accessory, the MECC development team, and other information.



To quit the Disk Accessory, click in the close box, the small rectangle that appears at the top left corner of the menu bar.

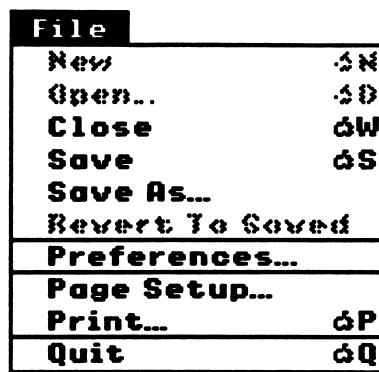
The File menu provides access to the basic functions of the program—opening, saving, and closing documents—as well as the document preferences, page setup, and printing functions. The File menu also includes the option to quit *Storybook Weaver: World of Make-Believe*.

## ***The File Menu***

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

This is the File menu:



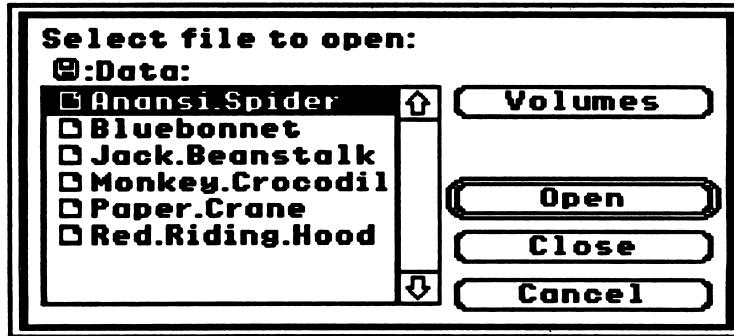
### New (Command-N)

This menu item creates a new, untitled story for *Storybook Weaver: World of Make-Believe*. A new story document will have the specifications set under Preferences. See Preferences... in this section for information on how to change these settings. New documents are named "Untitled."

In *Storybook Weaver: World of Make-Believe*, a new document can be created by selecting "Start a new story" from the main menu.

### Open...(Command-O)

This menu item opens a previously saved *Storybook Weaver: World of Make-Believe* document to edit or finish. Open brings up the standard Open dialog box.



# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

The dialog box contains a scrollable list of *Storybook Weaver: World of Make-Believe* documents. Use the scroll bar and scroll arrows to move up and down the list of files. The scrollable list of folders and file names is in alphabetical order. You can select the file by double-clicking on it or by clicking the Open button when the file you want is highlighted. Once the story file has been opened, you will find yourself on the last completed story page.

You can switch the drive from which the files should be opened by clicking the Disk button in the dialog box or by pressing the Tab Key. You can also save documents on 5.25" drives by selecting the 5.25" disk drive control device from the Control Panel.

You can open a document from the desktop by double-clicking on the *Storybook Weaver: World of Make-Believe* document icon of your choice. When you do this, you will start *Storybook Weaver: World of Make-Believe* and load your document at the same time.

### Close (C-W)

This menu item closes the story document but does not exit *Storybook Weaver: World of Make-Believe*. If you have not saved all of your changes, you will be asked whether you would like to save your work. The alert box looks like this:



If you press the Cancel button, you will return to the document.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Save (⌘-S)

This menu item saves the story document with its current name. Save replaces—without any prompt—the older version of the story document. If you have not saved the story document before, you will be prompted to name the story document.

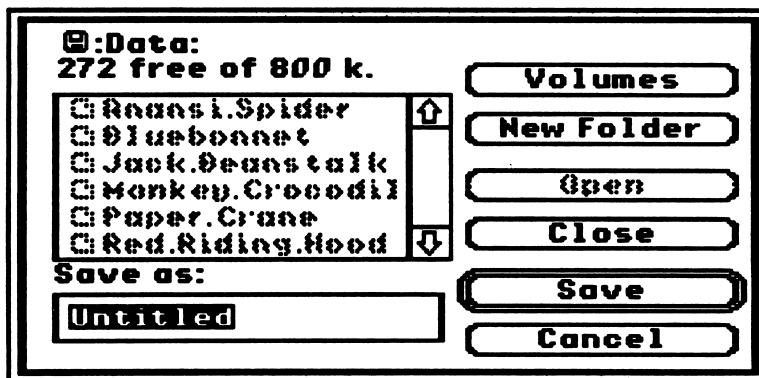


If you are using a stand-alone machine and saving your story to a data disk, you must wait for the screen to be redrawn before inserting your data disk to save. Do not remove the program disk until the screen has been updated.

With a new story document, the pre-set name is “Untitled.” This name appears in the Save As edit box that prompts you to name this file. To erase the name “Untitled,” you can:

- press the Delete Key and erase characters one at a time;
- press the Clear Key (upper left corner of the 10-key keypad); or
- double-click on Untitled to select for replacement.

Then enter the name you wish to use.



**File Names.** On a stand-alone machine using GS/OS, file names may contain letters or numbers, such as “letter” or “letter12.” Letters can be in upper- or lower-case, such as “MyStory.” They may have extensions, such as “story.sept” or “story.sept14,” separated by a period. File names may be up to 15 characters long, such as “Congratulations.”

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

File names cannot:

- have *only* numbers in the name, such as "14";
- begin with numbers, such as "14sept.story";
- use special characters (@#&\*/), such as "story#1/sept/14";
- have any punctuation marks except the period (!?,:), such as "Hello!"; or
- contain spaces, such as "My Story."

If you try to save a file name that is not acceptable, you will see this system message:



Basically, what the system message is trying to tell you is that the file name is not acceptable. If you get this message, first check your file name to see if it has any of the special characters or a space in it. Then, check to see if there is a folder or active disk with that name. In any case, you will need to change the name of the file to save it.

If you are using *Storybook Weaver: World of Make-Believe* on an AppleShare network, file names may contain spaces, numbers at the beginning of the name, or other special characters.



It is a very good idea to regularly save your work to prevent losing anything in the event of a power interruption or surge or other system-related problem. Depending on the amount of memory in your machine and the size of your story document, you may get an alert message to save because of low memory.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of Storybook Weaver: World of Make-Believe



If this ever happens, save your story document immediately. If you ignore this message, continue working, and attempt to save later, you may not have enough memory to complete the operation and will lose all the work since you last saved it.

### Save As...

This option allows you to save the document currently in use with a different name (thus preserving the previously saved version of the document) and/or on a different disk.

### Revert to Saved

This option replaces the document on the screen with the latest version saved. This is the same as throwing out all changes since the last save. If the document has never been saved or if the document has not been modified since it has been saved, the item is dimmed. Before reverting to the old document, you will be warned with this alert:



# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Preferences

This menu item allows you to set permanent system preferences that will be stored on the disk and will be used as the initial preferences with each new story document.

You can specify the initial font size to appear in the story window. If you have chosen a picture and text page, small font allows for four lines of story text and large font or fancy font allows for two lines of story text. On a text-only page, selecting small font will provide for seventeen lines of story text and large font will provide nine lines of story text while fancy font provides eight lines of story text. To change from small font—the default selection—click on the large font or fancy font button.

Preferences also allows you to set the page type for each new story page. "Choice" is selected as the default, which means that each time you use the page-turning buttons to take you to a new page, you will be given the choice of creating a page that contains picture and text or text-only. You may change the page type under Preferences so that the new page type will automatically be selected as pictures and text or text-only if desired.

The changes made under Preferences take effect on your new story page.

If you select text-only under preferences, you will be using *Storybook Weaver: World of Make-Believe* without full benefit of all the features available. You will use the keyboard to enter your story text and the color palette will be available for coloring text.



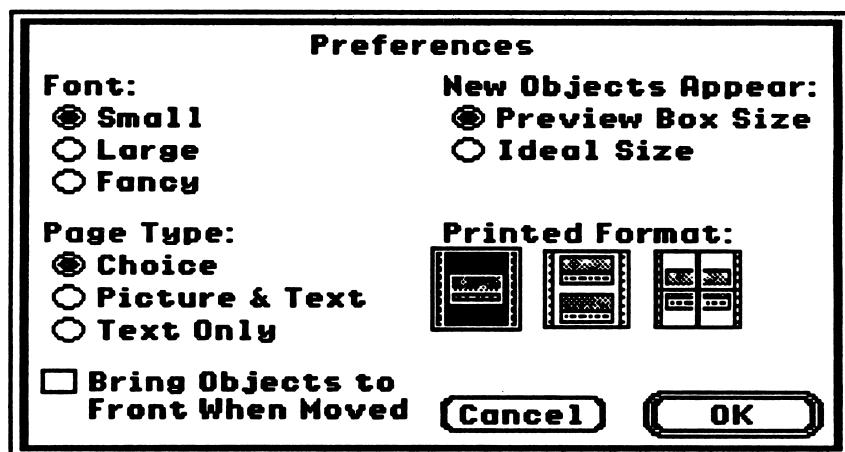
You may determine the movement of objects in the picture window. The default is set for objects to appear in the order in which they were brought to the picture window. To move an object in front of another object, you must use the Bring to Front option on the Goodies menu. By selecting "Bring Objects to Front When Moved," objects that are selected and moved to a new location will appear in front of other objects.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

You may also determine how new objects appear from the preview box to the picture window. If you would like the objects to come to the picture window in the same size as they are shown in the preview box, select preview size. If you would like new objects to appear in the picture window in their ideal size, you may select that option. In selecting Ideal Size, *some* of the objects will spring to their optimum size once you release the mouse button to place the object in the picture window.

The final option you may set under Preferences is the printed format. This refers to the number of story pages that will be printed on each printer page. The current default is set to print one story page per each printer page. If you choose, you may have *Storybook Weaver: World of Make-Believe* print two story pages per each printer-page or big-book format that provides a 2 x 2 printout of each story page.



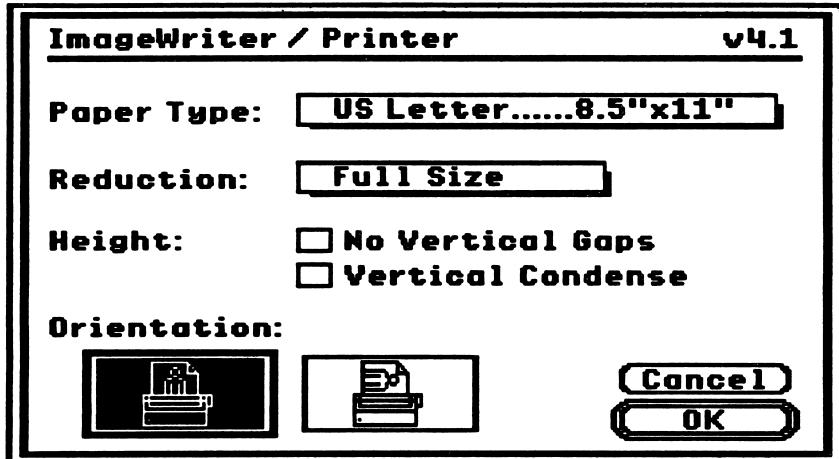
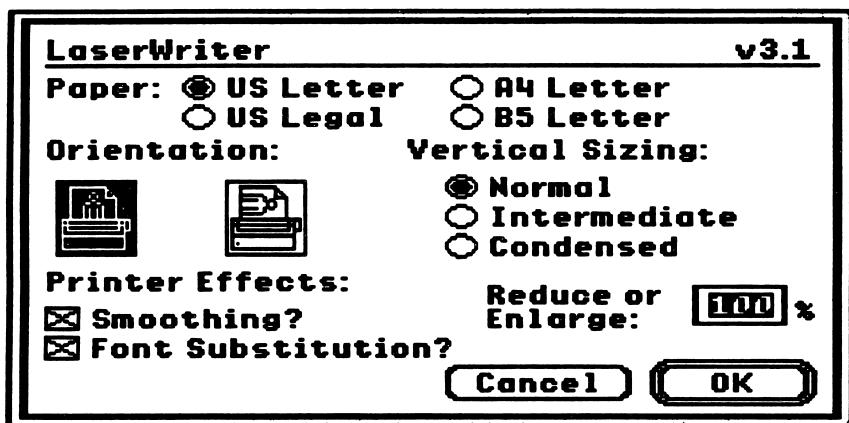
## Page Setup...

This menu item calls up the standard Apple IIGS Page Setup dialog box for the printer selected in the Control Panel.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

You can select paper size, vertical sizing, and any printer effects. For specific information on each of these options, consult your Apple IIGS Owner's Guide.

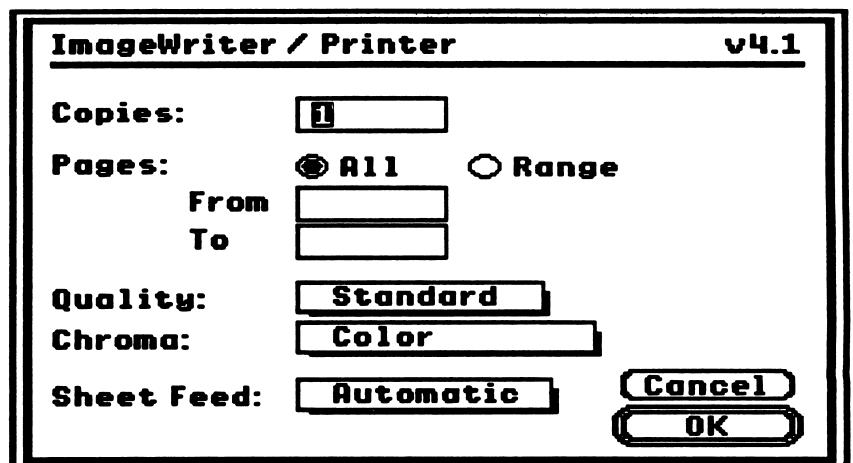
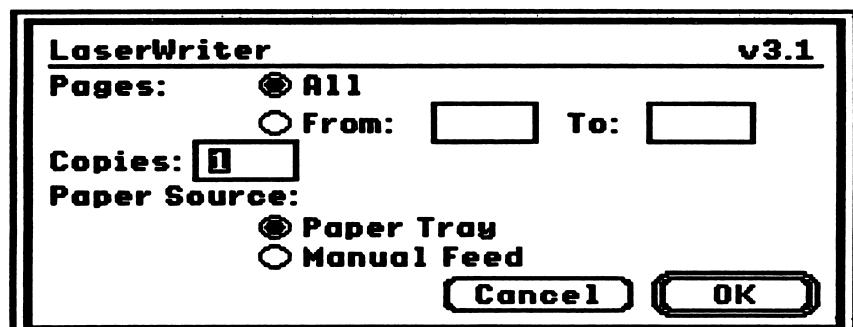


# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Print... (G-P)

This menu item prints the story document to the currently chosen printer. Depending on the selection you have made in the Control Panel, you will see the standard Apple IIGS Print dialog box for the LaserWriter or the ImageWriter.



You can print all the pages or select a range of pages from the story document, specify the number of copies to print, and select "Manual Feed" or "Paper Tray" as the paper source. *Storybook Weaver: World of Make-Believe* allows for story documents of up to fifty pages. The title page is designated as page 0.

Refer to your Apple IIGS Owner's Guide for additional information on the options available for printing.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Quit (⌘-Q)

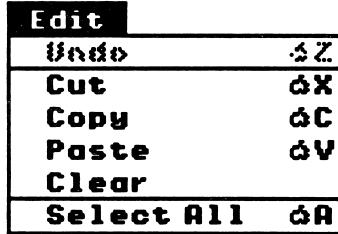
This option allows you to exit *Storybook Weaver: World of Make-Believe*. If there were any changes in the currently open story document that haven't been saved, the following alert will appear:



The Edit menu manages the manipulation of story text and objects. You can cut, copy, and paste selections of story text and objects.

### *The Edit Menu*

This is the Edit Menu.



### Undo (⌘-Z)

This menu item will undo your *last* action. The specific name of the menu item will depend on which action is to be undone. When you are typing text, it will read "Undo Typing." If this were executed, the menu item would then read "Redo Typing." If you selected text and cut it, it would read "Undo Cut." It is dimmed when unavailable.

Undo will undo Cut, Copy, Paste, and Select All commands, any changes to font size, and any deleted object or text. Undo will also undo Clear, Move object, and Color object.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Cut (C-X), Copy (C-C), and Paste (C-V)

These menu items remove, duplicate, and place selected text or objects. They act like they do in other applications and are dimmed and inactive if there is no text or object selected. Selected text can be a range of characters, a word, or a range of words. You can select text by using shifted arrow keys, by dragging the mouse, or by using Select All.

Cut removes text from its current position and holds it in memory so that it can be pasted in some other location. Cut can be invoked by pressing C-X. A second cut replaces any text or objects previously cut.

Copy duplicates selected text so that it can be pasted at some other location and holds the duplicated text in memory until another Copy or Cut is performed. Copy can be invoked by pressing C-C. A second copy overwrites any text or objects that had been copied.

Paste takes whatever text has been cut or copied and places it at the current insertion point. Move the I-beam to where you want to paste the cut or copied text, click the mouse to create the insertion point, and select Paste or press C-V. Text that has been copied can be pasted multiple times.

When you use Cut and Copy, you hold this text in memory in a place called the clipboard. Text will stay in the clipboard until you copy or cut a second time.



*Cut, Copy, and Paste can also be used with objects in the picture window.* Whenever an object (or group of objects) has been selected, it can be cut or copied. When you select Paste, the object is placed in the center of the picture window. It can then be moved or manipulated.

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Clear

This menu item deletes the current selection. If something is cleared, it cannot be pasted later. This menu item is dimmed if nothing is selected. Clear works for text and objects in the picture window, deleting the currently selected text or objects. Cleared text or objects cannot be pasted later.

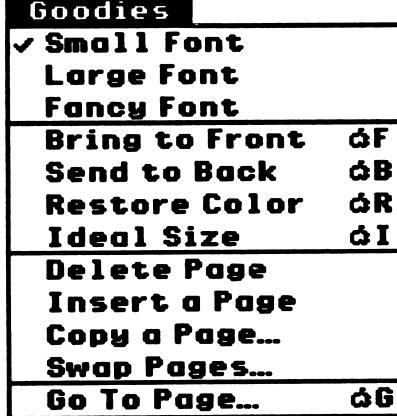
### Select All (⌘-A)

This menu item selects all of the text in the story window or all of the objects in the picture window on the current story page.

The Goodies menu manages the manipulation of text size in the story window, object size, and page features.

### *The Goodies Menu*

This is the Goodies Menu.

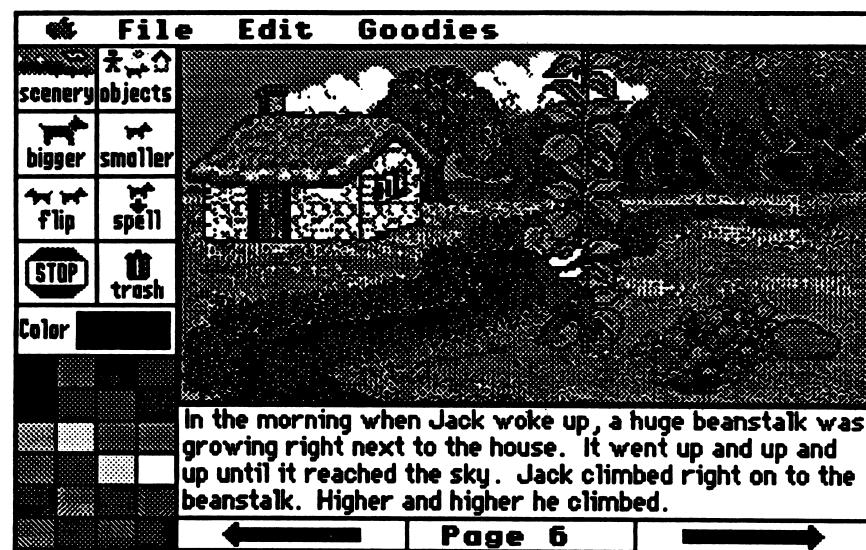


### Small Font

This menu item allows you to change the size of the text that appears in the story window. If you have chosen a picture and text page, selecting small font will give you four lines of story text. If you have chosen a text-only page, selecting small font will provide seventeen lines of story text. Small font is selected as the default in *Storybook Weaver: World of Make-Believe*.

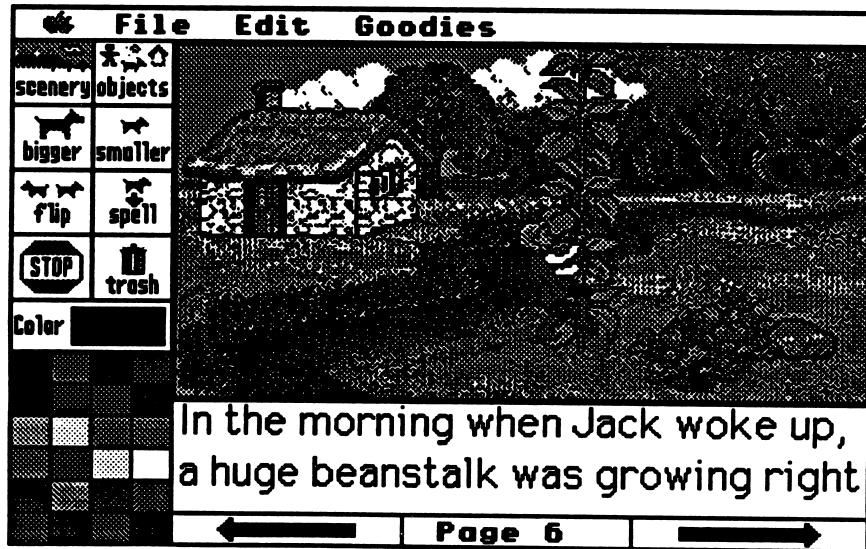
# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*



### Large Font

This menu item allows you to change the size of the text that appears in the story window. If you have chosen a picture and text page, selecting large font will give you two lines of story text. If you have chosen a text-only page, selecting large font will provide nine lines of story text. The larger text is sometimes desired for young readers and writers.



# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Fancy Font

This menu item allows you to change the size of the text that appears in the story window. If you have chosen a picture and text page, selecting fancy font will give you two lines of story text. If you have chosen a text-only page, selecting fancy font will provide eight lines of story text. The fancy font may be desired for fairy-tale writing.



Font size may be changed under the Goodies menu or under Preferences in the File menu.

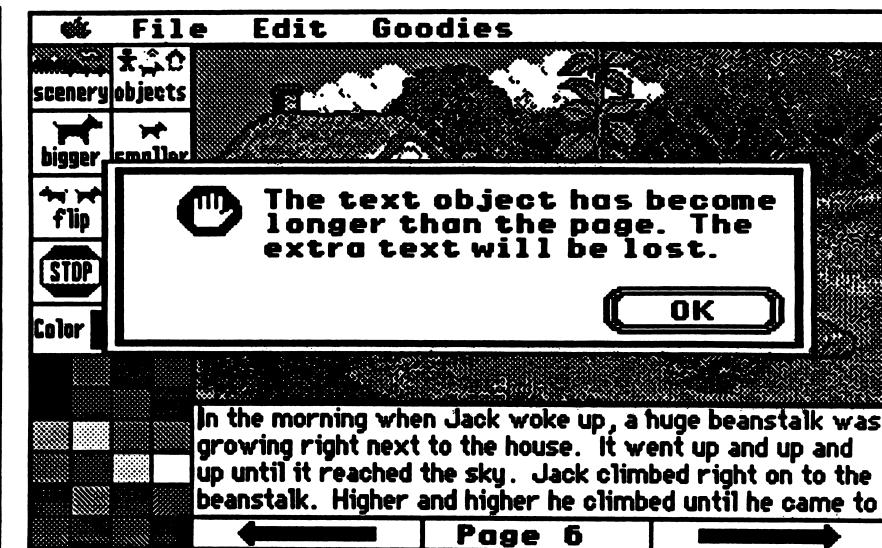
The font size may be changed from page to page in your story. Font size, however, may not be mixed on individual pages. In other words, once small font is selected, your entire page will appear in that size until you change the selected font. A check mark (✓) will appear next to the current font in the Goodies menu.



If you have entered text in small font and decide to change the text size to large or fancy font, you may receive the following alert:

# Storybook Weaver: World of Make-Believe

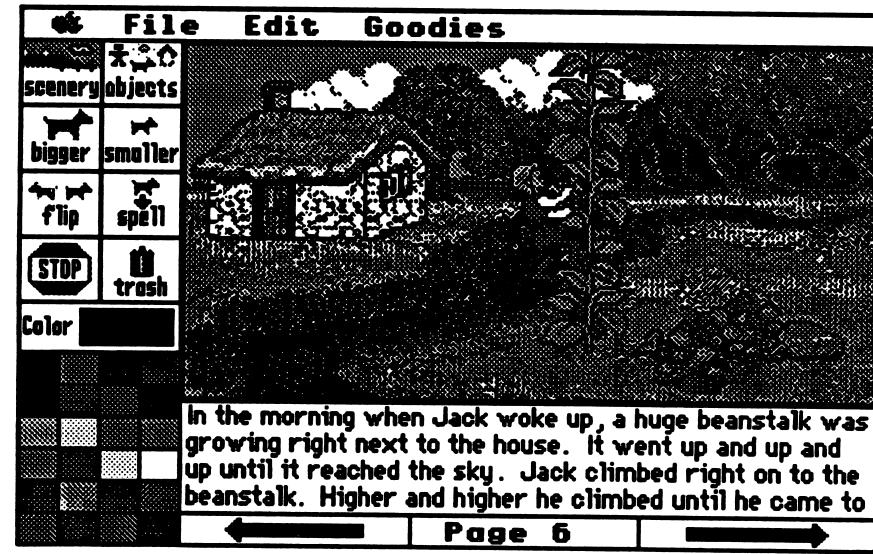
## Exploring the Features of *Storybook Weaver: World of Make-Believe*



This message warns you that some of your text will be lost. Lost text cannot be recovered.

### Bring to Front (G-F)

This menu item brings the selected object in the picture window to the foreground, in front of other objects. In effect, this option reshuffles the object order and places the selected object at the top of the pile.

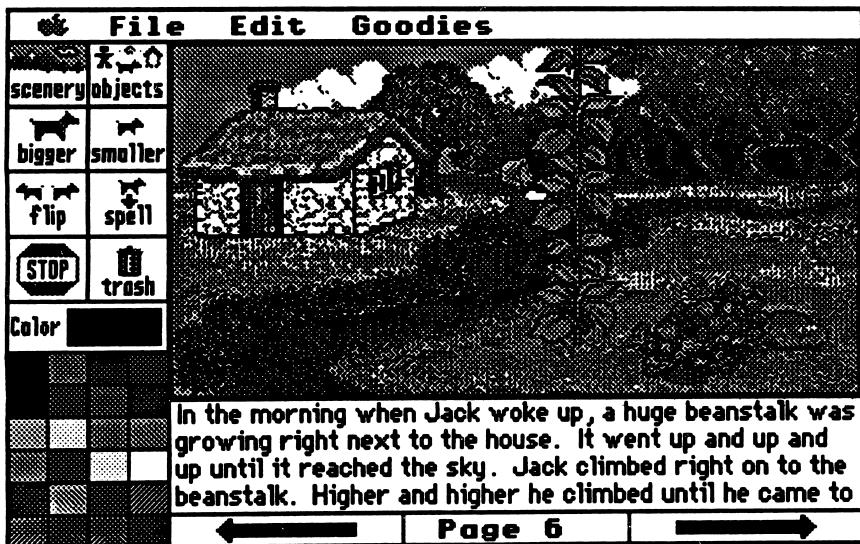


# Storyboard Weaver: World of Make-Believe

## Exploring the Features of *Storyboard Weaver: World of Make-Believe*

### Send to Back (C-B)

This menu item sends the selected object in the picture window to the background, behind other objects. In effect, this option reshuffles the object order and places the selected object at the bottom of the pile.



### Restore Color (C-R)

This menu item restores the color of the objects to their pre-drawn colors. After an object has been recolored using the colors available on the color palette, you may wish to change the object back to the color in which it originally appeared in the preview box. This feature allows you to accomplish that task by selecting the object or objects you wish to restore and selecting Restore Color from the Goodies menu or pressing (C-R).

### Ideal Size (C-I)

This menu item changes the size of the objects to their pre-drawn or best size. After an object has been resized using the bigger or smaller buttons, you may wish to return the object to its ideal or best size. This feature allows you to accomplish that task by selecting the object or objects you wish to revert and selecting Ideal Size from the Goodies menu or pressing (C-I).

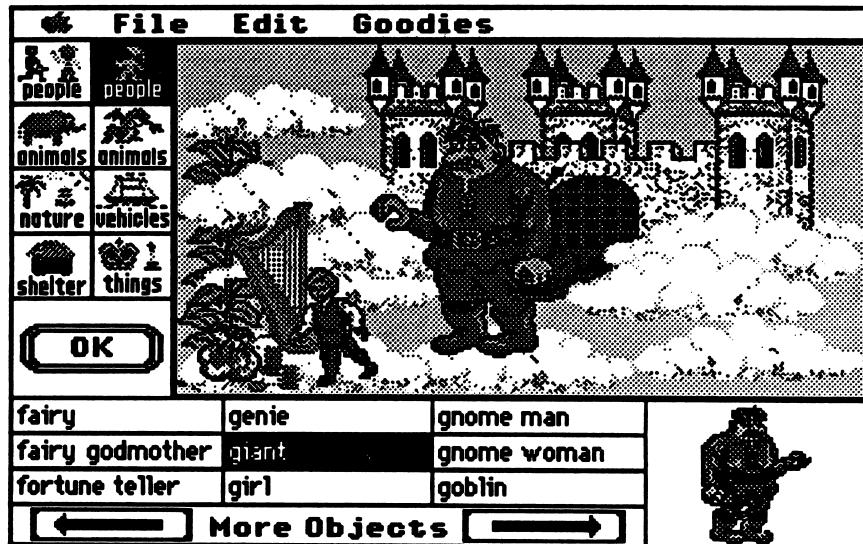
# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

You may also set Ideal Size in Preferences under the File menu to indicate how you would like new objects to appear in the picture window.

In general, Ideal Size refers to the size the objects appear in the preview box. Some objects, however, have been scaled to fit into the preview box. Therefore, Ideal Size most accurately refers to the size in which the objects were predrawn and look best in terms of detail and proportion.

In *Storybook Weaver: World of Make-Believe*, a number of images will spring to an Ideal Size.



### Delete Page

This menu item allows you to remove the current story page. When you select Delete Page, you will see the following dialog box, which asks you to verify that you wish to remove this page from your story. You may not delete the title page of your document.



You are about to PERMANENTLY  
remove this page.

Cancel

OK

# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

A deleted page cannot be retrieved. Once a page has been deleted, the pages of your story are automatically renumbered.

### Insert a Page

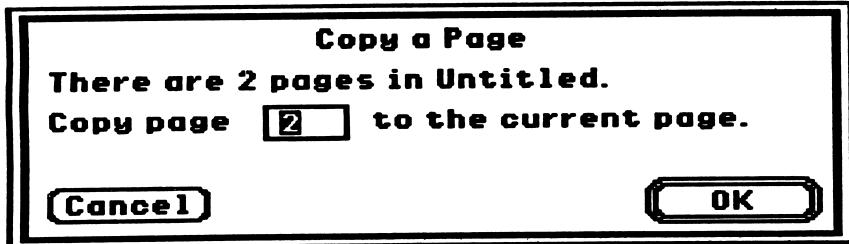
This menu item allows you to add a blank page before the current story page. When you select Insert a Page, you will see the following dialog box, which asks you to verify that you wish to add a new page to your story. You will then be asked to select what your new page will look like.



An inserted page is added before the current story page. You may not insert a page before the title page. *Storybook Weaver: World of Make-Believe* allows you to create a maximum of fifty pages per story. When inserting a page into your story, the pages of your story are automatically renumbered.

### Copy a Page

This menu item allows you to duplicate a previously drawn page on to the current page. The entire page, including the current scenery and objects in the picture window and the text, is affected. When you select Copy a Page, you will see the following dialog box, which asks you to enter the number of the page you wish to copy onto your current page. The number of pages in your current story document is indicated. If you mistakenly type a number out of that range, you will hear a system beep. You may not copy the title page.

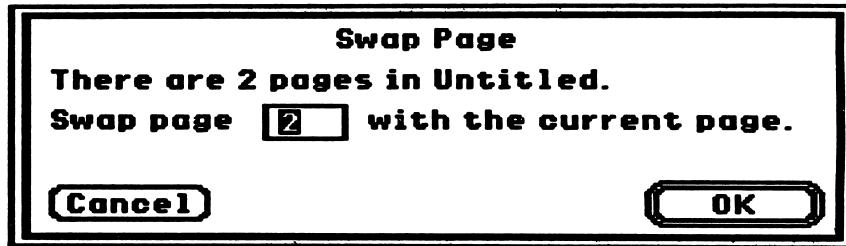


# Storybook Weaver: World of Make-Believe

## Exploring the Features of *Storybook Weaver: World of Make-Believe*

### Swap Page

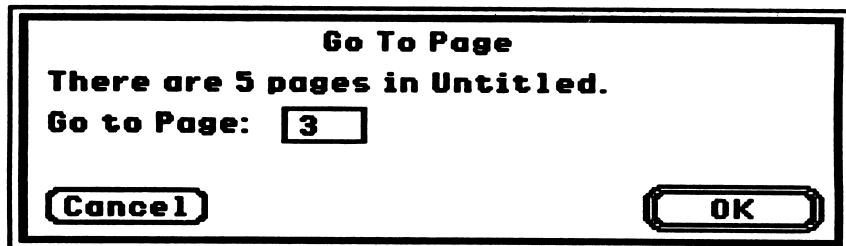
This menu item allows you to change the order of your storybook pages, exchanging one complete story page for the current story page. When you select Swap Page, you will see the following dialog box, which asks you to enter the number of the page you wish to exchange with the current story page.



The dialog box reminds you of how many pages are in your document. If you mistakenly type a number out of that range, you will hear a system beep and return to this dialog box. You may not swap the title page with the current page.

### Go To Page... (C-G)

This menu item allows you to go to any page in your current story document. When you select Go To Page... or press C-G, you will see the following dialog box, which asks you to enter the number of the page you want:



The dialog box comes up with the current page highlighted. Type the page you want and press Return or click on the OK button. The dialog box reminds you of how many pages are in your document. If you mistakenly type a number out of that range, you will hear a system beep and return to this dialog box.

# Storybook Weaver: World of Make-Believe

## **Exploring the Features of *Storybook Weaver: World of Make-Believe***

When you go to a page, the cursor will be placed in the picture window of that page. This menu item allows you to go quickly to any page within your story without having to use the page-turning buttons located at the bottom of the main work screen.

If you wish to go to the title page of your story document, type 0 when asked what page number you want.



# Storybook Weaver: World of Make-Believe

*Exploring the Features of Storybook Weaver: World of Make-Believe*

## NOTES

# Storybook Weaver: World of Make-Believe

## Questions About *Storybook Weaver: World of Make-Believe*

**Q. How should I introduce *Storybook Weaver: World of Make-Believe* to my students?**

A. See the “*Use in an Instructional Setting*” section, beginning on page 79. This section provides many suggestions for using *Storybook Weaver: World of Make-Believe*. You will also want to look at “*A Step-by-Step Look at Storybook Weaver: World of Make-Believe*” section, beginning on page 15, which introduces many of the program’s features.

**Q. At what grade level should *Storybook Weaver: World of Make-Believe* be introduced?**

A. Since folktales and fairy tales offer a route to fantasy and make-believe, *Storybook Weaver: World of Make-Believe* draws on the elements of folk literature, allowing students to explore folklore from various cultures. The product contains a grade-level recommendation of K-6 and is intuitive enough for primary students to master while providing many features and flexibility that older students will find appealing. Therefore, we encourage students in any grade level to create storybooks using *Storybook Weaver: World of Make-Believe*.

**Q. Should I introduce all the features before my students use *Storybook Weaver: World of Make-Believe*?**

A. No. See the “*Use in an Instructional Setting*” section. We suggest introducing features gradually, as they are required, over an extended period.

**Q. How should I end a *Storybook Weaver: World of Make-Believe* session?**

A. Select Stop from the tool palette on the main work screen. When you have returned to the main menu, select “*I would like to quit now.*” If you plan to use another program, close the *Storybook Weaver: World of Make-Believe* Program disk, select it, and select Eject from the Disk menu. If you plan to end all work at the computer, close the *Storybook Weaver: World of Make-Believe* Program disk and select Shut Down from the Special menu.

# Storybook Weaver: World of Make-Believe

## Questions About *Storybook Weaver: World of Make-Believe*

**Q. Does *Storybook Weaver: World of Make-Believe* run on a network?**

**A.** Yes. *Storybook Weaver: World of Make-Believe* runs on networks that support GS/OS System 5. You will need to purchase a special network version to load onto the file server. Contact MECC Membership Services for information on the network version.

**Q. How do I make data disks?**

**A.** Use Disk Accessory available under the Apple menu on the *Storybook Weaver: World of Make-Believe* menu bar. The disk will be formatted and can be used for storing *Storybook Weaver: World of Make-Believe* files.

**Q. Why are some menu items gray?**

**A.** Nothing is wrong. Certain menu items are not available when objects or text have not been selected or until some other required action is taken. For example, Bring to Front and Send to Back on the Goodies menu are not available until you have placed selected objects in your picture window.

**Q. Why are the buttons on the title page and the buttons on the tool palette gray?**

**A.** If the buttons on the title page and tool palette are gray, *Storybook Weaver: World of Make-Believe* is in "read only" mode. *Storybook Weaver: World of Make-Believe* does not allow editing in this mode. To activate the buttons, you must return to the main menu to make another menu selection.

**Q. What is the largest number of objects I can have on a single page in *Storybook Weaver: World of Make-Believe*?**

**A.** *Storybook Weaver: World of Make-Believe* limits the number of objects per page to fifty. If you try to add more than fifty objects per page, you see a dialog box warning that you have reached the object limit.

# Storybook Weaver: World of Make-Believe

## Questions About *Storybook Weaver: World of Make-Believe*

**Q. What is the largest document size you can have in *Storybook Weaver: World of Make-Believe*?**

**A.** *Storybook Weaver: World of Make-Believe* documents are limited to fifty pages. Depending on the amount and size of the objects you have used in your document, you may run out of memory before you reach the fifty-page limit.

**Q. What Teacher Options are available with *Storybook Weaver: World of Make-Believe*?**

**A.** You can set various options by selecting Preferences on the File menu. You can select small, large, or fancy font; the page type you desire; whether or not moved objects are brought to the front of other placed objects; the printed format of your story; and how new objects will appear in the picture window.

**Q. If I want my students to color their printed story pages, using crayons, markers, or colored pencils, will *Storybook Weaver: World of Make-Believe* print “coloring book” pages?**

**A.** In *Storybook Weaver: World of Make-Believe*, the objects are drawn in full-color. The major part of any object is colorable, using the colors available on the color palette. If desired, you may select white as your scenery choice and color the objects you place in the picture window white. This will provide a region of each image that is colorable, using crayons, markers, or colored pencils.

# Storybook Weaver: World of Make-Believe

## ***Questions About Storybook Weaver: World of Make-Believe***

### **NOTES**

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

Writing is a thinking process. For children, learning to read and write begins early in life and is ongoing, developing in concert with oral language.

*Storybook Weaver: World of Make-Believe* provides your students with an open-ended writing tool that allows them to discover the writing process that best fits their writing styles. Our intent is to provide an environment that puts students in control of their writing. Great care has been taken to provide students with flexibility in their approach to writing. Students can begin by creating a picture or writing their story text. Students can also work between picture and story as they compose and edit their storybook pages.

*Storybook Weaver: World of Make-Believe* encourages a process approach to writing. In process-oriented classrooms, children learn to write by actively engaging in writing whole and meaningful texts. Children select their own topics, formulate ideas, compose drafts, interact with peers, revise, edit, and publish their work for real audiences. As the process unfolds, the writer may return to any one of these activities at any time.

*Storybook Weaver: World of Make-Believe* draws on the elements of folklore. The genre of folklore contains a wide variety of types of tales, far more than the basic fairy tale that many of us grew up with. Folklore contains tales that are familiar, affirming one's own cultural heritage, and tales that are less familiar, reflecting the heritage of various, diverse cultures. This combination of the familiar and unfamiliar can result in students learning more about their own culture and learning new respect for unfamiliar cultures.

Since children possess a wide range of reading and writing skills, *Storybook Weaver: World of Make-Believe* provides an introduction to writing for some, while for others it provides a rich, creative environment to encourage the elaboration of learned writing skills.

This section presents a variety of suggestions for incorporating *Storybook Weaver: World of Make-Believe* into your classroom writing environment. You'll find ideas for getting started, composing, drafting and revising, sharing and publishing, collaborative writing, writing suggestions, storytelling, reading aloud, connecting reading and writing, and integrating literature.

During writing, students intertwine thoughts, ideas, experiences, pictures, and words to create an intricate story fabric. Through writing, students discover the wholeness in their intricately woven tapestry.

## Using Storybook Weaver: World of Make-Believe with Your Students

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### Getting Started with Storybook Weaver: World of Make-Believe

With the large choice of inviting scenery and varied objects available in *Storybook Weaver: World of Make-Believe*, motivating students to write will be easy! Yet students will differ in their approach to *Storybook Weaver: World of Make-Believe*. Younger students may use the scenery and the objects to guide their writing. They may draw their picture first and mold their story to fit the picture they have created. Older students, with more writing experience, may come to *Storybook Weaver: World of Make-Believe* with their ideas thought through, ready to compose, then utilize *Storybook Weaver: World of Make-Believe* to illustrate the ideas communicated through their writing.

Whatever the approach, we suggest that when you introduce *Storybook Weaver: World of Make-Believe* to your students, you initially encourage the use of this product as a browsing tool. Students need the opportunity to explore not only the interface of the product but also the variety of scenery and objects that are available for use.

As you introduce *Storybook Weaver: World of Make-Believe* to your students, you may wish to use the “*Step-by-Step Look at Storybook Weaver: World of Make-Believe*” section to familiarize them with the main work screen, scenery and object selection, and the features of this product. Provide time for students to create pictures before you expect them to write a story. Through this exploration, students will generate ideas for their writing. In that way, their further experiences with *Storybook Weaver: World of Make-Believe* will allow them to focus more on writing, composing, and using the objects and scenery to illustrate their story ideas.

Here are several prewriting suggestions that you can use with your students as they explore *Storybook Weaver: World of Make-Believe*.

- Folklore comes from the oral tradition. These tales were handed down by word of mouth generation after generation, until they were written down, only to be retold over and over yet again.

The game, “whisper-down-the-lane,” will give your students a chance to think about what happens to a story as it passes from person to person and from generation to generation. Have your students sit in a line or circle and whisper a brief story or anecdote from one to another. Compare the last version with the original. Then have your student analyze the changes at different points in the story and the reasons they might have

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

occurred. Using talk as prewriting will spark your students' imaginations about story possibilities.

- From a folklorist's point of view, a tale is re-created every time it is told and therefore every telling is correct in its own way. A great deal of variation is also acceptable in print versions where authors and illustrators may also add original twists, customize their stories for a chosen audience, or adapt a familiar tale to an unfamiliar setting.

In order to share the richness of folklore with your students, read folktales, fairy tales, and fables. Likewise, encourage them to read folklore by themselves, since the more they are exposed to other people's writing, the more background they'll have for their own use. Later in this section we have provided a sampling of children's literature that reflects a similar theme to that of *Storybook Weaver: World of Make-Believe*.

- Every culture has produced a folklore. The study of the folktales from various cultures will provide insights into the beliefs of the people, their values, their life styles, and their histories. A cross-cultural study of folk literature will help children discover the universal qualities of humankind. Help your students identify the recurring patterns and motifs found in folklore.

We suggest introducing *Storybook Weaver: World of Make-Believe* to your students using a *guided exploration* approach. This method uses your writing curriculum as the basis of the writing tasks. As students encounter difficulties or inquire about new *Storybook Weaver: World of Make-Believe* functions, the functions are introduced either individually or collectively. An advantage of the "on-demand" method is that it allows you to continue your writing curriculum and activities with as little interruption as a new piece of technology can allow. The technology is available on a "need-to-know" basis; that is, it is introduced at a critical moment and not before.

Obviously, with a guided exploration approach, some students may never inquire about certain functions or may not be aware of an alternative and efficient method. In some cases, students may need functions or options but never ask for them. Students may get to a performance plateau of user sophistication but not go beyond it.

# Storyboard Weaver: World of Make-Believe

## Use in an Instructional Setting

Additionally, you may need to repeat instructions about a *Storyboard Weaver: World of Make-Believe* function several times. If functions are introduced only as students need them, several explanations may be needed before the entire class has mastered them.

If you use a guided exploration approach, you may want to organize writing teams or student writing pairs to assist with the dissemination of knowledge.

### Drafting, Composing, and Revising

Writing is a powerful instrument of thought. In the act of composing, writers learn about themselves and their world and communicate their insights to others.

As students begin composing or drafting their stories or writing assignments, *Storyboard Weaver: World of Make-Believe* can be used in several different ways. Students may compose at the keyboard, transcribe their handwritten work at the keyboard, or dictate their writing to an older student, parent volunteer, or teacher. *Storyboard Weaver: World of Make-Believe* can be used to get ideas down quickly.

It is at this stage of the writing process that students begin to get a real sense of the effort and energy that goes into writing. Using the simple word-processing features in *Storyboard Weaver: World of Make-Believe*, students can write readily, producing written work that is longer, neater, and more fully developed. Through entering and editing text, students can create a story that flows smoothly from beginning to end.

For young students, their oral-language skills are often more developed than their written-language skills. In their writing, students often avoid the use of words that they can't spell, even when "invented" spelling is encouraged. *Storyboard Weaver: World of Make-Believe*'s "Spell" button allows students immediate access to the correct spelling of any object placed in their picture window. In this way, *Storyboard Weaver: World of Make-Believe* encourages students to focus on their storyline during composition and encourages the use of their rich oral language.

One of the most frequently cited advantages of working with a word processor is the ease with which text can be edited. *Storyboard Weaver: World of Make-Believe* can be used to rewrite draft versions, add and delete words and sections of text, and organize

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

paragraphs and pages. Features, such as cutting and pasting text and page options, are available under the Edit menu or the Goodies menu. Command Key options provide direct access to these features.

Writing is meant to be shared. *Storybook Weaver: World of Make-Believe* makes publishing an easy and attractive way for students to share their writing with others. Students can take pride in the printed stories produced as a finished product. A student's printed copy of a *Storybook Weaver: World of Make-Believe* document will appear as it does in the picture and story window on the main work screen.

*Storybook Weaver: World of Make-Believe*'s print options allow for one or two story pages per printed page. A big-book format is also available for creating books for whole-class sharing. Stories may be printed in gray-scale or color on an ImageWriter II or in gray-scale on a LaserWriter printer.

Toward the end of the writing session, you can come together as a group to share—to read and celebrate completed texts as well as texts in progress. Offer praise and support for the efforts and accomplishments of your writers.

The purpose of one-to-one sharing is simply to share a good story. Children read their stories to one other person whose job it is simply to understand what has been written. The listener asks questions, makes comments, and offers support and encouragement.

In whole-class sharing, children can share what their partners had written with the class. The listener must understand and remember enough of the details to tell the other children about the story.

You can help the children share their writing by binding stories into books to be used during independent reading.

You can share writing with the larger community. This introduces children to the concept of audience.

Here are some other suggestions for story sharing:

- Designate a child as the author of the day. Bring a microphone and podium into the classroom for students to read a story aloud to the class. The microphone and podium add a professional feel to reading that students enjoy. If a microphone and podium are not available, designate an author's chair for story sharing. Be sure to invite other

## Sharing and Publishing Student Stories

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

classes, your building principal, parents, and others to share in these story sessions.

- Use *Storybook Weaver: World of Make-Believe*'s "*Choose a story to read*" option from the main menu to share writing. In a one-computer classroom, you can attach an LCD (liquid crystal display) to the computer to project the story on a large screen. Then use the page-turning buttons to read the story text. If you are writing in a computer lab environment, load completed stories and have your class rotate through the lab, reading a story at each computer workstation. Selecting "*Choose a story to read*" from the main menu protects the author from having unauthorized editing done to the story.
- Using the big book printed format available under Preferences on the File menu, create big books to share during whole-class reading times.
- Bind student stories into books. Using *Storybook Weaver: World of Make-Believe*, students' stories can be printed for them to keep and read over and over again. While there are many techniques for binding books, a simple procedure is outlined on this page.
- Bind student stories into one large class book that can be placed in your classroom, building library, or media center. A collection of class books available for parents to enjoy during conferences and school visits is an exciting way to share your student's writing.

### Binding a Story into a Book

To prepare a story for binding, choose your printed page format by selecting one or two story pages per printer-page or big-book format. This is set under Preferences on the File menu. Print the story by selecting "*Choose a story to print*" from the main menu of *Storybook Weaver: World of Make-Believe*.

Once the story has been printed, assemble the pages by placing each page in the story sequence. If the story has been printed on form-feed paper, separate each page before binding.

Create an endpaper by placing a heavy piece of colored paper (8 1/2" x 11") in the front and the back of the assembled book pages.

Staple the pages together along the binding edge. This will create the book spine. You may prefer to sew the book pages together at the spine using a running stitch on a sewing machine.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

Make book covers by gluing two 6" x 9" cardboard rectangles to a single sheet of wallpaper. Fold the wallpaper over the inner edges of the cardboard and secure with glue. (Dry mount tissue and fabric also make nice book covers.)

Then glue the endpaper to the inside front cover of the book. Do the same with the endpaper at the back of the book. Your book is finished!

Add a copy of the bound books to a classroom library and send a copy to the central library or media center.

If you are printing a story in big-book format, some page trimming and taping will be necessary to assemble the pages. Use the guide lines as cutting lines and the page guides for assembly. Adjust the size of end pages and covers accordingly. For durability, you may wish to provide a backing for the pages so the book can be used on a reading easel.



Collaborative writing is an activity that sparks children's talk about writing. Adults often co-author stories, articles, and books. Children should be afforded the same opportunity for co-authorship.

Collaborative writing has a unique application within a computer environment. Children can merge their ideas into one coherent-looking text and can make revisions without having to recopy the entire text. Collaboration makes good use of a limited number of computers in the classroom or school. And children enjoy occasional social experiences as they spend time discussing writing in a computerized writing class.

Collaborative writing involves students interacting with other students. Throughout the writing process, students suggest and revise their story from the perspective of a writer and a reader. Peer interaction provides the feedback necessary to revise.

*Storybook Weaver: World of Make-Believe* provides a vehicle for students to write collaboratively. Students can work together to generate ideas, compose and revise, and gain feedback and share their writing. Students' initial exposure to collaborative writing may involve helping each other with their writing by being a good listener and trying to understand the writer's intention. The following suggestions provide ways for students to write collaboratively.

## Collaborative Writing with Storybook Weaver: World of Make-Believe

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### Using student groups to generate ideas:

- Brainstorming is done either with a partner or in a resource group. The list of ideas becomes a stimulus to help students choose a topic.
- Students may decide on a topic individually and then work collaboratively to organize the story. This might be done using the technique called “scripting,” whereby students take turns discussing one another’s stories. Students address such aspects as what ideas to include, how to start the story, and the story sequence.

### Using student groups to compose and revise:

- Once the student has chosen a topic and organized the story, the partner continues to be a resource during this process as students check with one another about the clarity and communication of their ideas.
- Students may often print two story copies, one for their own proofreading and the other for their writing partner to edit. These suggestions become the basis for revisions.

### Using student groups to gain feedback and share writing:

- Students may share their finished writing with their writing partner by reading aloud or reading printed storybooks. The writing partners provide feedback about the story and how it communicated the author’s message.

Your students might also enjoy round-robin writing. There are many ways to structure such an activity. One approach is to have each student add a sentence or page to a composition that you or another student has begun.

*Storybook Weaver: World of Make-Believe* can also be used for cross-age collaborative writing as younger students work with older students to create a story. In this environment, younger students develop verbal communication skills, learn computer skills, and use their imaginations. Older students develop a sense of responsibility for providing effective learning experiences for younger children while developing their skills in organization.

Collaborative writing can be a way of learning more about what happens in the writing process as children talk over their plans, ideas, and decisions with others. For those students who enjoy the team experience and the ideas generated in a group, collaborative writing has many possibilities.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

The theme of *Storybook Weaver: World of Make-Believe* is closely tied to folklore. We believe that one way of coming to know about many cultures is through folktales. Folktales are timeless in their appeal and transmit universal themes that speak to audiences of all ages and backgrounds. At the same time, folktales are grounded in particular cultures. Folklore is a mirror, reflecting the values and traditions of a culture, as well as a window, revealing the values and traditions of less familiar cultures.

Folktales and fairy tales also offer a route to fantasy and adventure. The world of “once upon a time” offers children a wonderful release from their earthbound world of rules and limits. It is through such stories that children can take off on far-flung fantasy where anything can happen and often does.

Students learn to write by writing. The specific purposes for writing vary widely, from discovering the writer’s own feelings to persuading others to a course of action, recreating experiences imaginatively, reporting the results of observations, and more. Writing assignments should reflect this range of purposes.

Here are some suggestions for using *Storybook Weaver: World of Make-Believe* with your students:

- Folktales have a variety of well-known themes and recurring patterns. Again and again, folktales spin stories of the young, independent adventurer, face to face with danger that demands great courage. They are stories of good triumphing over evil; about young against old; the weak versus the strong. Encourage your students to explore the recurring patterns that connect folktales from different countries. As they write their own folktales, invite them to discover ways to incorporate these themes and patterns in their own writing.
- Folktales fall into varied groups. *Cumulative or repetitional tales* are the simplest of all stories. Their charm lies in their simple plots and great rhythm, with each episode following another neatly and logically in a pattern of cadenced repetition. One of the classic cumulative tales is “The House That Jack Built.” Have your students create a cumulative tale, authoring a refrain that is repeated throughout the story.

## Suggestions for Writing Activities

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

- Another type of folktale is the *talking beast tale*. These are the tales in which animals talk, sometimes with human beings but most often with other animals. These talking beast tales, in which the creatures talk every bit as wisely or foolishly as humans, generally teach a lesson. Have your students compose a talking beast story. Have students identify the lesson learned through the animals actions.
- Some folktales are “why” or “*pourquoi*” stories that explain certain animal features, the origin of certain natural features, or how humans and their customs came to be. Tales, such as “Why the Bear Is Stumpy-Tailed” are fun for children to learn. Your students will enjoy creating their own “why” stories.
- There are many folktales that involve magic. These tales include such things as three wishes, some kind of magic or spell, or animals or people with special powers. Folktales and fairy tales also abound with magic brews and incantations to bring forth their magical properties. Have your students plan a magic brew, listing the ingredients to be used. What effect would this brew have on the user? Have students compose the incantation to make this brew effective.

In addition to the various themes, recurring patterns, and types of folktales, your students will enjoy exploring other writing purposes with a focus on folklore.

- Have your students read at least four versions of a folktale or fairytale. As they read, have them note the opening sentence, how personalities are developed, the choice of language, and the sequence of events. Ask them to combine some elements of each version to create another version of the tale.
- Familiar folktales and fairytales appear in many cultures. In fact, there are over 400 versions of the Cinderella tale found throughout the world. Have your students conduct some research comparing several versions of a similar tale. Ask them to identify the country of origin, the name of the main character, the tasks to be accomplished, the wishers, who helped to accomplish the tasks, and so forth.
- Have your students assume the role of an investigative reporter. Interview a character in a folktale or fairytale. Generate a list of questions to ask and then report their story.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

- Ask students to assume the personality of the main story character. For example, have them describe how they would feel if they were Cinderella and their step-sisters went to the ball while they were left at home.
- Use a wall map or globe to locate the countries from which the folktale or fairytale originated. Have your students explain how the stories from so many different parts of the world could be so similar.
- Ask students to think about the feelings and ideas manifested in many of the folktales and fairytales: sibling rivalry, growing up and leaving the family, the power of love, the importance or unimportance of materials things. Ask your students to examine these themes in modern life.
- Use newspaper writing to speculate about the lives of the characters in folktales and fairytales. Have your students write a wedding announcement for two characters, an advertisement for a house, a classified ad for a lost-and-found column, or a editorial expressing their displeasure about the actions of a character.
- Have your students describe the reactions that might be expected if they suddenly found themselves in the world of a folk or fairytale character from long ago.
- Have your students select their favorite folktale or fairytale villain to transform into a hero or heroine by telling their side of the story.
- How have folktales been passed from one generation to another? When were the first folktales and fairytales written down? Who were some of the collectors of folktales? Have students write a historical biography of these collectors.
- The events that happened in a particular tale might be different in various versions. Your students can compare several story sequences and determine which version they like best. Write a different beginning for the story, another ending, or a sequel.

We view writing as an instrument of thought and learning across the curriculum and in the world beyond school.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### Story-Starters

Time and place are established quickly in the folktale. Time is always past and often described by such conventional terms as "Once upon a time" or "In the first old time." The setting of the folktale is not specific, but in some faraway land, in a cottage in the woods, or in a beautiful palace.

The structure of the folktale, with its quick introduction, economy of incident, and logical and brief conclusion, maintains interest through suspense and repetition. Because the storyteller has to keep the attention of the audience, each episode must contribute to the theme of the story.

Story-starters can be used to suggest a writing topic to students. They plant the seed of a new story idea for the writer. A story starter may consist of an intriguing picture, a sentence in the story window, or both.

Before beginning to write, students may address such questions as:

- who is going to be in the story;
- where will the story take place;
- when will it happen;
- what will happen first in the story;
- how will your story end.

We have compiled a sampling of story-starters that can be used to engage your students in writing. Our intent is to provide some suggestions for interesting or intriguing uses of the objects and scenery available in *Storybook Weaver: World of Make-Believe*. The possibility for story-starters is limited only by imagination.



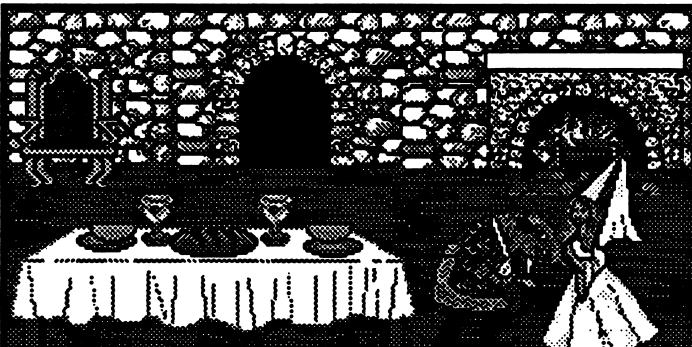
A long time ago, in a certain place in Africa, a small village lay across the river and half of a day's journey from a city where a great king lived.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting



At the dawning of the sun, the tribal women gathered on the great plains.



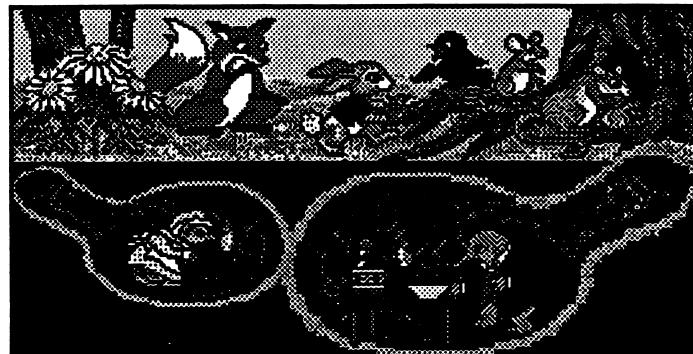
In the palace of a faraway land there lived a beautiful young maiden and a beast.



Once upon a time a young girl named Goldilocks came to visit the home of the three bears. She knew the three bears for some years before Goldilocks had come to the bears cottage when they were away.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting



Deep in the woodland forest, the animal friends gathered for the big surprise.



In times long gone, sailors readied their vessel for the strong winds, rough waters, and salty sea air.



In the depths of the ocean, there is a magical world just waiting to be discovered.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

Oral interpretation through storytelling can help children explore the rich language of folklore that reflects its oral origins. Storytelling in the classroom offers natural opportunities for children to grow as language users. Storytelling extends an invitation to read, and a natural progression from hearing, reading, and telling stories is the writing of original stories.

From kindergarten through the intermediate grades, storytelling can be used as a tool to reinforce comprehension skills, encourage creativity, and stimulate interest in independent reading and writing. Here are a few suggestions for encouraging storytelling through the use of *Storybook Weaver: World of Make-Believe*.

- Drawing is an important way to tell a story, especially for the young child. Have students create a story to tell in pictures. A wordless picture book can be created using the scenery and objects available in *Storybook Weaver: World of Make-Believe* and omitting the story text. Students can select the “*Choose a story to read*” option from the main menu to share their pictures as they tell the story.
- Use a tape recorder to encourage students to share their stories with others. Use the tape in conjunction with the “*Choose a story to read*” menu option or provide a printed version of the story for students as they listen to the taped story.
- Let writing become the basis for oral storytelling. Using a story the student has written, have them practice the story until they are comfortable enough that they can tell the story to a group. Then schedule some storytelling sessions, allowing students to use props, if desired, to make their written stories come alive through oral language.
- Round-robin storytelling can be a written as well as an oral experience. Have one student start a story by writing one page. The next student continues the story, adding the next page. This activity works best in small groups so that the waiting time for the story to be written and shared is relatively short. To create a purely nonsensical tale, each writer should begin on a new page that contains only the last line of the previous writer’s portion. That way, none of the writers knows what the others have written prior to the last line. The illogical story makes for hilarious oral reading and sharing.

## Using Storytelling to Encourage Writing

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

- Finally, encourage children to retell stories by modeling storytelling for them. Choose a favorite story to tell to your class. At the conclusion of the story, have students create their own rendition of the story you have shared.

Storytelling permits children to become active participants in the creation of language and allows book language to serve as a model for their own.

### Reading Aloud

One of the easiest and most effective methods of getting children interested in reading good books is to read aloud to them. While we often think of reading aloud as an activity associated with books in print, *Storybook Weaver: World of Make-Believe* provides a forum for reading aloud in an electronic environment.

Selecting “*Choose a story to read*” from the main menu allows you to engage in read-aloud story-sharing sessions using those stories created with *Storybook Weaver: World of Make-Believe*. Since this option allows no editing, the page-turning buttons allow you to turn the page to continue the story, much like turning the pages of a book.

As students listen to the stories, the reading and writing connection is established.

### Connecting Reading and Writing

Writing is considered part of reading instruction. When children write about topics of interest to them, writing becomes an integral part of communication. Children learn about language by using it themselves in a meaningful way. By reading and revising their own writing, by reading and responding to other children’s writing, and by sharing their writing with peers, children begin to believe in themselves as writers as well as readers.

When you watch students writing, you are watching reading. While composing, children read continually. They read to savor what they have written. They read to regain momentum. They read to edit. Finally, they read aloud to share what they have written.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

For children, literature provides a model for comparison with experienced writers. As children read, they are reading the creative writing of others. In turn, when children write their own way, they gain experience with the decisions an author has to make.

### **Integrating Literature**

Literature provides a model for writers as well as a springboard for children's writing. Books can offer a bridge to understanding that other people have problems, feelings, and experiences like their own. Some books provide themes to explore further; others lend themselves to sequels that enable young readers and writers to explore what happened "after" the end of the book. Still others encourage children to write about similar subjects: a journey, a place, or an interesting person.

We believe that in order to teach writing, you must surround your students with literature. Therefore, we have compiled a sampling of folk literature that appear in various bibliographical listings for young children. These books have been selected because they reflect themes or settings that can be used to extend writing with *Storybook Weaver: World of Make-Believe*.

For each book listed, we have included the complete title, the author (or authors), illustrator, publisher, copyright date, and an annotation. Annotations are brief in order to give you just an inkling of each book's content.

Equal attention was given to retain those timeless books that have been favorites of generations of children and to include contemporary books that are well on their way to becoming classics in their own time.

Recommending one version of a folktale or fairytale is difficult. We acknowledge that the richness of a tale comes from the meaning of many versions. While not every book will appeal to every child, this listing serves as a starting point as you weave literature into your writing classroom. It is not intended to be exhaustive. We encourage you to consult your school or local library for additional recommendations.

By weaving together the arts of reading, writing, speaking, listening, and thinking, *Storybook Weaver: World of Make-Believe* provides students with the opportunity to make literature their own through writing.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **A Story, A Story**

Gail E. Haley

Atheneum, 1970

Caldecott Medal

One of the African tales of Anansi the Spider. In this episode he brings to earth all the stories owned by the Sky God.

### **Anansi the Spider**

Gerald McDermott

Holt, 1972

In this wittily illustrated story about Anansi, the West African spider-hero, he has six sons who combine their talents to save their father.

### **Baby Rattlesnake**

Adapted by Lynn Moroney

Veg Reisberg

Children's Book Press, 1989

Te Ata, a Chickasaw Indian, tells the tale of "Baby Rattlesnake." This is a Native American tale of family love—in this case a family of rattlesnakes.

### **Beauty and the Beast**

Retold and Illustrated by Jan Brett

Houghton Mifflin, 1989

Through her great capacity to love, a kind and beautiful maid releases a handsome prince from the spell which made him an ugly beast.

### **Bringing the Rain to Kapiti Plain: A Nandi Tale**

Verna Aaredema

Illustrated by Beatriz Vidal

Dial, 1981

A cumulative story from East Africa about how Ki-pat brought the rain to the "dry, oh so dry, Kapiti Plain."

# Storybook Weaver: World of Make-Believe

Use in an instructional Setting

## **The Crane Wife**

Sumiko Yagawa

Illustrated by Suekichi Akaba

Morrow, 1981

*New York Times* Best Illustrated Book

Translated by Katherine Paterson, this is a beautiful version of a favorite, heartbreakin Japanese folktale. It tells about the farmer who marries a beautiful and mysterious stranger. She weaves fine cloth and warns him never to watch her, and for good reason: she is really the crane he once rescued from death, and if he sees her she must leave him.

## **East of the Sun and West of the Moon**

Mercer Mayer

Macmillan, 1980

The Moon, Father Forest, Great Fish of the Sea, and North Wild help a maiden rescue her true love from a troll princess in a faraway kingdom.

## **Emily and the Enchanted Frog**

Helen V. Griffith

Illustrated by Susan Condie Lamb

Greenwillow, 1989

Children's Choices for 1990

In these three stories, indomitable Emily kisses an enchanted frog and then has to kiss a lot of other frogs to find another that's enchanted, meets an elf and gets three wishes, and meets two unusual mermaids.

## **Eye of the Needle**

Retold by Teri Sloat

Dutton Children's Books, 1990

Sent out by his grandmother to find food, Amik consumes a series of animals of ever-increasing size and brings back more than he thinks. This story is based on a Yupik Eskimo tale.

## **The Frog Prince**

Retold by Jan Ormerod and David Lloyd

Lothrop, Lee & Shepard Books, 1990

As payment for retrieving the princess's ball, the frog exacts a promise which the princess is reluctant to fulfill.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **The Gift of the Sacred Dog**

Paul Goble

Macmillan, 1984

In response to an Indian boy's prayer for help for his hungry people, the Great Spirit sends the gift of the Sacred Dogs—horses—which enable the tribe to hunt for buffalo.

### **Goldilocks and the Three Bears**

Retold and Illustrated by Jan Brett

G.P. Putnam's Sons, 1987

Lost in the woods, a tired and hungry girl finds the house of the three bears where she helps herself to food and goes to sleep.

### **The Happy Prince**

Oscar Wilde

Illustrated by Ed Young

Simon & Schuster, 1989

Children's Choices for 1990

This story of self-sacrifice and devotion has universal appeal.

### **Kiss a Frog! Jokes About Fairy Tales, Knights, and Dragons**

Rick Walton and Ann Walton

Illustrated by Joan Hanson

Lerner, 1989

Children's Choices for 1990

Puns and word play highlight this collection of jokes about fairy tales, knights, and dragons.

### **The Legend of the Bluebonnet**

Retold by Tomie dePaola

G.P. Putnam's Sons, 1983

A retelling of the Commanche Indian legend of how a little girl's sacrifice brought the flower called bluebonnet to Texas.

### **Liang and the Magic Paintbrush**

Demi

Holt, Rinehart, and Winston, 1980

A poor boy who longs to paint is given a magic brush that brings to life whatever he pictures.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **Lon Po Po**

Retold by Ed Young

Philomel, 1989

Caldecott Medal

Children's Choices for 1990

This Chinese version of "Little Red Riding Hood" tells the story of three children who trick the wolf and save themselves.

### **Many Moons**

James Thurber

Illustrated by Marc Simont

Harcourt Brace Jovanovich, 1990

Though many try, only one court jester is able to fulfill Princess Lenore's wish for the moon.

### **The Mitten**

Jan Brett

Putnam, 1989

A Ukrainian folktale in which several animals sleep snugly in Nicki's lost mitten until the bear sneezes.

### **The Monkey and the Crocodile**

Paul Galdone

Houghton Mifflin, 1969

A retelling of one of the Indian fables relating to the former births of Buddha in which as a monkey he manages to outwit the crocodile who decides to capture him.

### **Mufaro's Beautiful Daughters: An African Tale**

John Steptoe

Lothrop, 1987

Caldecott Honor Book

A West African tale about Mufaro's two beautiful but totally different daughters—Manyara, who is ambitious and mean, and Nyasha, who is kind and helpful.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **My Father's Dragon**

Ruth Stiles Gannet

Illustrated by Ruth Chrisman Gannett

Random House, 1948

Newbery Honor Book

The narrator's father, Elmer Elevator, sets out to rescue a baby dragon from the Wild Island. He uses his wit and imagination to outwit the lions, tigers, and other creatures on Wild Island.

### **One Fine Day**

Nonny Hogrogrian

Macmillan, 1971

Caldecott Medal

In this wittily illustrated Armenian folktale, a sly fox steals milk from an old woman. She gets her revenge and his tail.

### **The People Could Fly**

Virginia Hamilton

Illustrated by Leo and Diane Dillon

Knopf, 1985

A retelling of twenty-four black American folktales by a distinguished contemporary writer. There are animal stories, supernatural tales, and slave tales of freedom.

### **Princess Furball**

Retold by Charlotte Huck

Illustrated by Anita Lobel

Greenwillow, 1989

Teacher's Choices for 1990

A princess in a coat of a thousand furs hides her identity from a king who falls in love with her.

### **Puss in Boots**

Charles Perrault

Translated by Malcolm Arthur

Illustrated by Fred Marcellino

Farrar, Straus and Co., 1990

A translation of the French fairy tale about the cat who, with a sack and a pair of boots, gained a fortune for his master.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **The Riddle of the Drum: A Tale from Tizapan, Mexico**

Verna Aardema

Illustrated by Tony Chen

Four Winds Press, 1979

Anxious to keep his daughter from marrying, a king announces that no man may marry his daughter unless he guesses the kind of leather used in a drum made by a wizard.

### **Saint George and the Dragon**

Margaret Hodges

Illustrated by Trina Schart Hyman

Little Brown, 1984

Caldecott Medal

*New York Times* Best Illustrated Book

This is a retelling of Saint George's three-day battle with the dragon.

### **Sleeping Ugly**

Jane Yolen

Illustrated by Diane Stanley

Coward, McCann & Geoghegan, 1981

When beautiful Princess Miserella, Plain Jane, and a fairy fall under a sleeping spell, a prince undoes the spell in a surprising way.

### **Stone Soup**

Marcia Brown

Scribners, 1947

Caldecott Honor Book

Three tired and hungry soldiers are returning from battle. They approach a village of people who hide their food and close their doors. No one offers help to the soldiers, but the soldiers have a plan. They build a fire under a large pot of water, then place stones inside. Curious townspeople come to see the preparation of this strange stone soup, which in the end is full of vegetables and meats.

# Storybook Weaver: World of Make-Believe

## Use in an Instructional Setting

### **Swan Lake**

Mark Helprin

Illustrated by Chris Van Allsburg

Houghton Mifflin, 1989

A young prince and his beloved Odette struggle to protect themselves and their infant daughter from the evil Von Rothbart in this adaptation of the classic ballet.

### **The Tales of Uncle Remus: The Adventures of Brer Rabbit**

Julius Lester

Illustrated by Jerry Pinkney

Dial, 1987

A set of Brer Rabbit stories retold in a contemporary tone.

### **The True Story of the Three Little Pigs**

Jon Scieszka

Illustrated by Lane Smith

Viking Kestrel, 1989

The wolf gives his own outlandish version of what really happened when he tangled with the three little pigs.

### **The Whipping Boy**

Sid Fleischman

Greenwillow, 1986

Newbery Award

The brattish medieval prince is too spoiled ever to be spanked, so the king regularly vents his anger on Jeremy, a peasant "whipping boy." When circumstances lead the two boys to reverse roles, each learns much about friendship and sacrifice.

### **Why Mosquitoes Buzz in People's Ears**

Verna Aardema

Illustrated by Leo and Diane Dillon

Dial Press, 1975

Caldecott Medal

When King Lion calls a tribal council to see why Mother Owl doesn't wake the Sun, he finds a chain of blame sent from monkey to crow to rabbit to python to iguana to mosquito.

# Storybook Weaver: World of Make-Believe

## Thinking Skills

Teachers are faced with the tremendous task of preparing today's students for tomorrow's world—a world characterized by change in an information-rich environment. Thinking skills are at the heart of this thriving, changing environment, for these are the behaviors students must practice in school and continue to apply for the rest of their lives.

It wasn't long ago that thinking skills were considered exclusive to gifted and enrichment classes. Today, however, thinking skills are viewed as an essential component of the total school curriculum. Developing these skills is the goal of each individual discipline. Many educators have, in fact, come to view thinking skills as perhaps the most basic of the basic skills because they facilitate the acquisition of all other learning.

At MECC, we view computer software as a vehicle for fostering students' thinking. Our products are curriculum-based, with thinking skills as a thread within subject areas. This provides an environment with many opportunities for teachers to highlight and reinforce thinking skills.

We believe teachers play a critical role in determining the classroom environment for thinking. Naturally, many teachers have taught thinking skills and will continue to do so using a variety of strategies. Our commitment is to provide teachers with the materials that help them do their job well: high-quality software that promotes the application of thinking skills.

Our approach to thinking skills reflects what both research and effective classroom practice has shown. That is, the approach that is most effective and appeals to most teachers is one that infuses thinking skills into existing content areas. Educators have told us they are interested in thinking skills as a method used in the instruction of a topic, not as a subject. By infusing thinking skills into existing content areas, MECC products integrate easily into teachers' curricula while providing a rich environment for students to practice skillful thinking. We strive to meet the challenge teachers face in promoting the skills that students need.

### ***Using Computer Software in a Thinking-Skills Environment***

# Storybook Weaver: World of Make-Believe

## Thinking Skills

If schools are to integrate the teaching of thinking with regular academic instruction, they need to know what aspects of thinking to teach. After exploring the research that has been done in the area of thinking skills, MECC has chosen as a base the *Dimensions of Thinking* framework, published in 1988 by the Association of Supervision and Curriculum Development (ASCD). We chose this framework because it pulls together research and models from a variety of sources and brings the theory to the classroom level, applying it to that environment. In addition to knowing the subject matter that is covered, teachers now can see the specific thinking skills that are challenged within a product.

This section highlights ways in which teachers can use *Storybook Weaver: World of Make-Believe* to promote thinking skills with their students. The following pages provide examples of how *Storybook Weaver: World of Make-Believe* relates to the ASCD core thinking skills framework. Although only one thinking skill per category is correlated to a specific part of the product, each skill can be practiced on many levels and in many aspects of the product.

We realize the importance of thinking skills in the curriculum. We believe it is essential that students be taught thinking skills so that they have the tools to understand the past, deal with the present, and prepare for the future. We are confident that you will find *Storybook Weaver: World of Make-Believe* of considerable value in your classroom as you foster student thinking.

## A Framework for Thinking

The components used in thinking are referred to as *core thinking skills*. This framework defines those skills that appear in the repertoire of the model learner. Each skill selected is documented in research as important to learning or thinking, is teachable, and is valued by educators as important for students to learn.

The core skills of the ASCD framework are listed and defined below with examples of applications within *Storybook Weaver: World of Make-Believe*. The skills are neither discrete nor hierarchical. In fact, individual skills draw on other skills and can be used repeatedly in the thinking process. The selected examples are not exhaustive but highlight ways in which these thinking skills are used in *Storybook Weaver: World of Make-Believe*.

Source: *Dimensions of Thinking*, Association for Supervision and Curriculum Development (ASCD), 1988.

Definition of Core Thinking Skills Categories	Core Thinking Skills Components	<i>Storybook Weaver: World of Make-Believe</i> Application
<p><b>Focusing Skills</b> allow students to attend to selected pieces of information and ignore others. Focusing occurs when students sense a problem, an issue, or a lack of meaning.</p>	<p><b>Focusing Skills</b></p> <ul style="list-style-type: none"> <li>• Defining Problems</li> <li>• Setting Goals</li> </ul>	<p>Prewriting activities help students define their writing tasks. In the writing process, students define their audience and write with a purpose. Using <i>Storybook Weaver: World of Make-Believe</i>, students determine the writing process that best fits their writing style.</p>
<p><b>Information-Gathering Skills</b> involve obtaining information and clarifying issues and meanings through inquiry.</p>	<p><b>Information-Gathering Skills</b></p> <ul style="list-style-type: none"> <li>• Observing</li> <li>• Formulating Questions</li> </ul>	<p>As students select the topic for their story writing, they must focus on questions such as who is going to be in the story; where will the story take place; when will it happen; what will be the sequence of events in the story.</p>
<p><b>Remembering Skills</b> are those activities or strategies that students consciously engage in to store and retrieve information from long-term memory. Activating prior knowledge falls under this category.</p>	<p><b>Remembering Skills</b></p> <ul style="list-style-type: none"> <li>• Encoding</li> <li>• Recalling</li> </ul>	<p><i>Storybook Weaver: World of Make-Believe</i> draws from the elements of folk literature, allowing students to learn about various cultures. In writing with <i>Storybook Weaver: World of Make-Believe</i>, students draw from their previous experiences as they develop their story ideas.</p>

<b>Definition of Core Thinking Skills Categories</b>	<b>Core Thinking Skills Components</b>	<b><i>Storybook Weaver: World of Make-Believe</i> Application</b>
<p><b>Organizing Skills</b> are used to arrange information so that it can be understood or presented more effectively.</p>	<p><b>Organizing Skills</b></p> <ul style="list-style-type: none"> <li>Comparing</li> <li>Classifying</li> <li>Ordering</li> <li>Representing</li> </ul>	<p>Throughout the writing process, <i>Storybook Weaver: World of Make-Believe</i> affords students the opportunity to represent their writing through pictures. The pictures they compose communicate their story ideas to their audience.</p>
<p><b>Analyzing Skills</b> are used to clarify existing information by examining parts and relationships. Through analysis, students identify and distinguish components, attributes, claims, assumptions, or reasoning.</p>	<p><b>Analyzing Skills</b></p> <ul style="list-style-type: none"> <li>Identifying Attributes and Components</li> <li>Identifying Relationships and Patterns</li> <li>Identifying Main Ideas</li> <li>Identifying Errors</li> </ul>	<p>Editing, revising, and proof-reading are tasks that provide opportunities for students to identify errors in their writing. The continuous reading that takes place as students write helps them to refine their written communication.</p>
<p><b>Generating Skills</b> involve using the students' prior knowledge to add information beyond what is given. Connections between new ideas and prior knowledge are made as new information and ideas are recast into new structures.</p>	<p><b>Generating Skills</b></p> <ul style="list-style-type: none"> <li>Inferring</li> <li>Predicting</li> <li>Elaborating</li> </ul>	<p>As students progress through the writing process, they elaborate on ideas generated in prewriting and drafting stages. Using <i>Storybook Weaver: World of Make-Believe</i>, students can elaborate on their writing through the pictures they create as an accompaniment to their text.</p>
<p><b>Integrating Skills</b> involve putting together the relevant parts or aspects of a solution, understanding, principle, or composition and incorporating this integrated information into a new understanding.</p>	<p><b>Integrating Skills</b></p> <ul style="list-style-type: none"> <li>Summarizing</li> <li>Restructuring</li> </ul>	<p>Throughout the writing process, students restructure their story, integrating feedback from peers and teachers. As students share their writing with others, they gain experience important to their development as writers.</p>
<p><b>Evaluating Skills</b> involve assessing the reasonableness and quality of ideas.</p>	<p><b>Evaluating Skills</b></p> <ul style="list-style-type: none"> <li>Establishing Criteria</li> <li>Verifying</li> </ul>	<p>All writing sessions should include opportunities for students to share their writing with others. With <i>Storybook Weaver: World of Make-Believe</i>, students may select "Choose a story to read" to share electronic storybooks with their classmates.</p>

# Storybook Weaver: World of Make-Believe

## Appendices

The MECC team responsible for the development of *Storybook Weaver: World of Make-Believe* includes Charolyn Kapplinger, Patricia Korn, and Jean Sharp. Additional support was provided by John Krenz, and Brian Nesse.

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### TO THE READER:

MECC has made every effort to ensure the instructional and technical quality of this courseware package. Your comments—as user or reviewer—are valued and will be included in any future revision of the product. Please address comments to:

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### Credits

# Storybook Weaver: World of Make-Believe

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### **Scenery Choices**

You can choose from a variety of colors and scenes for your story scenery. Six background colors and six foreground colors can be interchanged to create 36 color combinations. Six background scenes and six foreground scenes can be interchanged to create 36 scene combinations. Colors and scenes may be intermixed to create 72 scenery combinations.

The chart below shows the options available when you select the scenery button from the tool palette.

<b>Scenery Choices</b>		
	<b>Colors</b>	<b>Scenes</b>
<b>Backgrounds</b>	White Aqua Blue Brown Grey Black	Woods Hill Roots Peaks Green Canyon
<b>Foregrounds</b>	White Aqua Blue Brown Forest Black	Path Plains Brook Sea Ravine Sand

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The objects available for placement in the picture window are available by selecting "Objects" from the main work screen of *Storybook Weaver: World of Make-Believe*. Over 500 objects are sorted into eight categories. The chart below lists the categories and objects available in *Storybook Weaver: World of Make-Believe*. Nine objects are available at any given time on the objects-selection screen. You may, however, scroll through the entire list of objects available in a given category by clicking on the arrows that appear beneath the object-selection boxes. The last object displayed on a given selection screen is underscored in the list below.

### Object Choices

Category	Name	Objects Available
	People (Position)	Arabian prince baby baby crawling baby sitting baby sleeping boy climbing boy crawling boy crouching <u>boy kneeling</u> boy leaping boy listening boy reaching boy resting boy riding boy running boy seated boy sitting <u>boy standing</u> boy stretching boy walking canoeist chief drummer Dutch boy Dutch girl girl climbing <u>girl crouching</u> girl kneeling girl leaping girl reaching

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Category	Name	Objects Available
		girl resting girl riding girl running girl seated girl sitting <u>girl standing</u> girl stretching girl walking grandma grandma seated grandma walking grandpa seated grandpa sitting grandpa walking <u>hunter</u> man bending man crouching man gazing man hurrying man jumping man kneeling man leaping man lifting <u>man reaching</u> man riding man running man seated man sitting man standing man telling man walking man with basket <u>passenger</u> peasant shiek townsperson villager weaver woman and baby woman hurrying

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		woman kneeling <u>woman leaping</u> woman reaching woman riding woman running woman seated woman sitting woman standing woman stooping woman telling woman walking
	People (Storybook Characters)	Anansi Baba Yaga baker boy brownie boy brownie girl climber coachman <u>craftsman</u> Cupid cyclops damsel daydreamer dwarf man dwarf woman elf boy elf girl <u>fair maiden</u> fairy fairy godmother fortune teller genie giant girl gnome man gnome woman <u>goblin</u> hero heroine

# Storybook Weaver: World of Make-Believe

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Category	Name	Objects Available
		hobbit hooded girl Iktomi jester king knight <u>leprechaun</u> magician mermaid merman minstrel orge man orge woman peasant girl piper <u>pirate</u> pixie prince princess queen red fairy seamstress shepherd star maiden <u>tomten</u> tree-being troll Viking warrior man warrior woman waterbaby witch wizard woodcutter
	Animals	badger bat bear beaver buffalo butterfly

# Storybook Weaver: World of Make-Believe

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Category	Name	Objects Available
		camel cat <u>chipmunk</u> cobra coyote crab crane crocodile crow deer dolphin <u>donkey</u> eagle elephant fawn fish fox frog giraffe goat <u>goose</u> gorilla hawk hedgehog horse husky hyena iguana kangaroo <u>leopard</u> lion lizard lobster macaw monkey moose mountain goat mouse <u>octopus</u> opossum owl

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Category	Name	Objects Available
		ox peacock polar bear prairie dog rabbit raccoon <u>rattlesnake</u> reindeer rhinocerous rooster sea horse sea turtle seal skunk songbird <u>starfish</u> swan tiger tortoise toucan tropical fish water buffalo weasel whale wolf
	Animals	ant baby dragon bear beast bee bird bunny calf <u>cat</u> chick Chinese dragon cow dog dragon dragonfly

# Storybook Weaver: World of Make-Believe

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Category	Name	Objects Available
		duck duckling <u>fawn</u> fox frog giraffe goat goose grasshopper griffin hedgehog <u>hen</u> lamb mole monkey mouse owl pig rat rooster <u>sea serpent</u> skunk snail snake spider squirrel unicorn walrus winged horse wolf
	Nature	apple banana tree beanstalk beaver dam beehive boulder burrow bush <u>cabbage</u> cactus

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		cattails cave cloud clover coral corn daisies <u>dead tree</u> egg fern field fire flames flower fruit tree gnarled tree <u>grass</u> haystack hedge hill iceberg island leaves lightning lily pads <u>log</u> moon mountain mushrooms nest palm tree pebbles pine tree plant <u>pond</u> privet puddle pumpkin rain rainbow

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		rice plant rose shell <u>smoke</u> snow stalactites stalagmites straw sun tornado tree tree stump <u>tulip</u> tunnel entrance volcano waterfall wave web wildflowers willow tree wind wood
	Vehicles	Arab dhow armored horse camel canoe carriage cart chariot Chinese junk <u>clipper ship</u> covered wagon dog sled double canoe elephant flying carpet galleon goat cart hay wagon <u>hot-air balloon</u>

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		<p>litter llama outrigger canoe ox cart peddler's cart pinto pumpkin coach raft <u>reed boat</u> rickshaw royal coach sleigh sunken ship travois Viking ship wagon wheel barrow wing</p>
	 Shelter	<p>adobe house arch barn barred door barred window blacksmith shop brick house cabin <u>castle</u> cottage desert tent door drawbridge gingerbread hut grass hut hobbit hole hogan <u>hollow tree</u> igloo Indonesian hut lighthouse mill</p>

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		mine mud hut mushroom house pagoda <u>palace</u> pueblo pyramid shack sinister castle small bridge stable stick house stilted hut <u>stone bridge</u> stone cottage straw house tipi tower village wigwam windmill window wooden bridge
	Things	Asian hat bag bag of gold bag of grain banner banquet table barrel basket <u>bed</u> bow and arrow bowl bread brick wall broom bucket butter churn cage

# Storybook Weaver: World of Make-Believe

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Category	Name	Objects Available
		<u>cake</u> candle catapult cauldron chair circle clay pot club cradle <u>crown</u> crystal ball cup cupboard desert headgear drum drumstick eyes feathered hat <u>fence</u> fireplace flowered hat fountain fruit basket gems genie bottle goblet harp <u>hat</u> hour glass iron gate jug kettle key ladder large bucket line <u>loom</u> lyre magic lamp mirror oar

# Storybook Weaver: World of Make-Believe

## Appendices

Category	Name	Objects Available
		oil lamp peace pipe picket fence picnic basket <u>pie</u> plate plow porthole pot of gold rake rectangle rocking chair round basket <u>rug</u> scarecrow scarf scepter scroll shield shoe shovel skeleton <u>small basket</u> sombrero spinning wheel square stick stone wall stool sword table <u>tablecloth</u> tea kettle teapot tears throne treasure chest triangle trumpet turban umbrella

# Storybook Weaver: World of Make-Believe

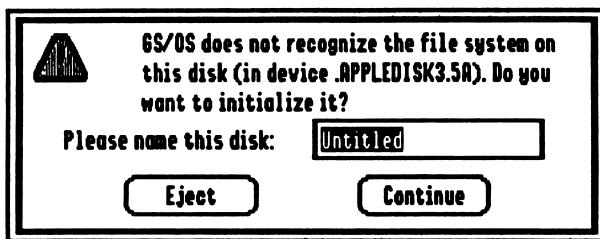
## Appendices

Category	Name	Objects Available
		wallpaper wand war bonnet watering can water jug well wooden gate wood planks yarn

# Storybook Weaver: World of Make-Believe

## Appendices

You can prepare a data disk to save your stories before you launch *Storybook Weaver: World of Make-Believe*. The procedure for creating a data disk is very simple. Just follow the standard procedure for starting up your Apple IIGS, using *Storybook Weaver: World of Make-Believe* (see "Getting Started," beginning on page 7). When the desktop appears, instead of clicking on the *Storybook Weaver: World of Make-Believe* icon, eject the Program disk and insert an uninitialized 3.5" disk in the disk drive. The program will inform you that this disk is unreadable and will give you the opportunity to change your mind about initializing it. (This is done to reduce the chances of accidentally erasing an important or unlabeled data disk.) The prompt looks like this:



After you have given the disk a name, click on the Continue button.

Another dialog box appears. Click on the Initialize button. The program then initializes the disk for use with the Apple IIGS. Once this process is complete, you can eject the data disk, reinsert the Program disk, and resume starting *Storybook Weaver: World of Make-Believe*.

You can also create a *Storybook Weaver: World of Make-Believe* data disk by inserting a blank, unformatted 5.25" disk in the Apple 5.25" Disk Drive. When the disk is in the drive, double-click on the drive icon. You will then be prompted to initialize the disk and follow the same procedure as creating a 3.5" data disk.

If you need to format a data disk while you are using *Storybook Weaver: World of Make-Believe*, use the Disk Accessory located under the  menu. This utility will allow you to format disks without quitting *Storybook Weaver: World of Make-Believe*. For more information on Disk Accessory, see pages 49-53.

### Creating and Using a Data Disk

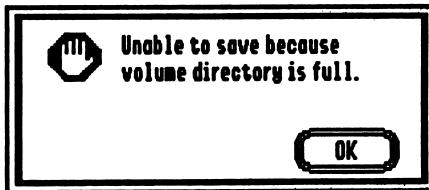


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### *Organizing Your Data Disk*

A limit of 51 files can be saved in the disk or volume directory. On a 3.5" data disk, the maximum number of files may be reached before the data disk runs out of space. If you tried to save to a disk with the maximum number of files, you would see the following alert:



To prevent this, you should create folders that can hold an unlimited number of files. Then, save your documents to one of the folders you have created. Folders can also help organize documents by purpose, assignment, author, or type.

### *Key Combination Command Equivalents*

Ô-A	Select All
Ô-B	Send to Back
Ô-C	Copy
Ô-F	Bring to Front
Ô-G	Go To Page
Ô-I	Ideal Size
Ô-N	New
Ô-O	Open
Ô-P	Print
Ô-Q	Quit
Ô-R	Restore Color
Ô-V	Paste
Ô-W	Close
Ô-X	Cut
Ô-Z	Undo
Ô-?	Help